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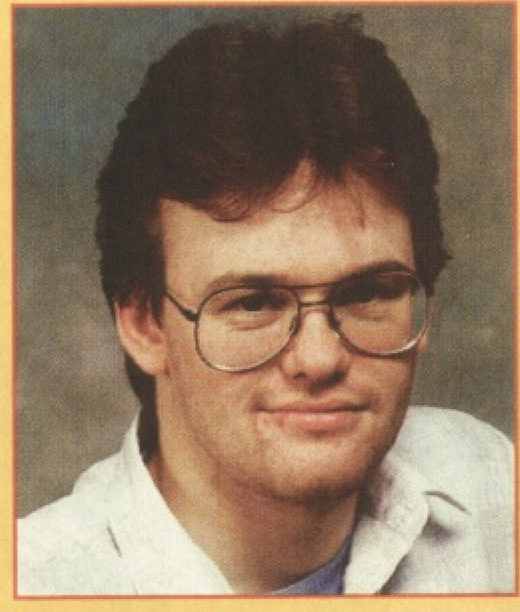
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PAL VERSION
SUNSETRIDERS An absolute belter! Bright, fast, loud and it looks great! A Wild West wonder. SNES FORCE 89%
NTENDO™
ENT SYSTEM

Contents

January '94 Issue



THIS MAN PLOTS THE DEATHS OF HELPLESS CREATURES . . .

He drowns them, tortures them with raging fire, drops them from great heights — and if that fails he blows them to smithereens. Find out what makes a man like this tick in our exclusive report on page 20

SNES FORCE

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REVIEWERS: Will Evans Simon Hill
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See you in '94.

Cover exclusive

No.8

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SUPER STREET FIGHTER II

Find out what Nintendo have planned for the coming year, plus your unique insight into the games that will be storming our shores in 1994. Turn to page 16 now…





WIN!

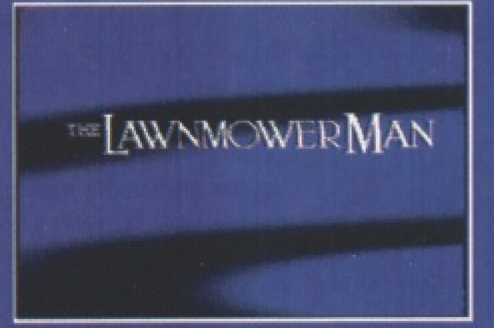
More Super SFII action than you can take. Find out how on page 75

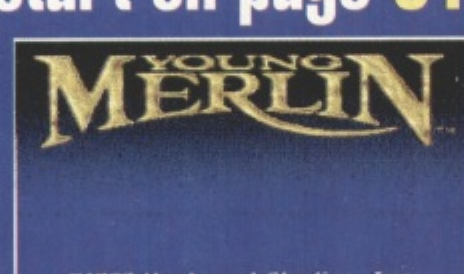
Reviewed inside this issue…

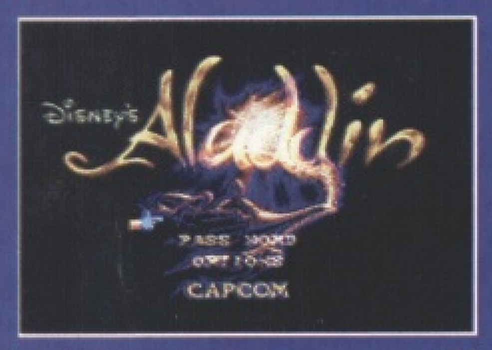
Reviews start on page 31

By far the most important section in any magazine is reviews and we go to every effort possible to ensure we bring you the maximum amount of information on all the hottest new Super Nintendo releases. Don't take our word for it though, turn to page 31 and judge for yourself.

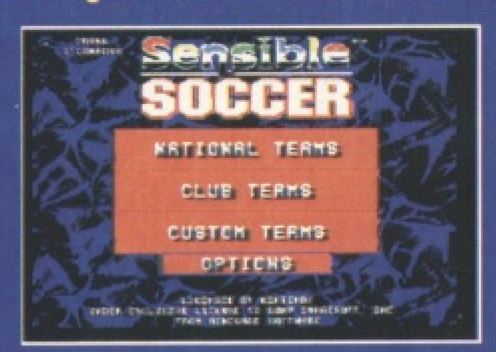


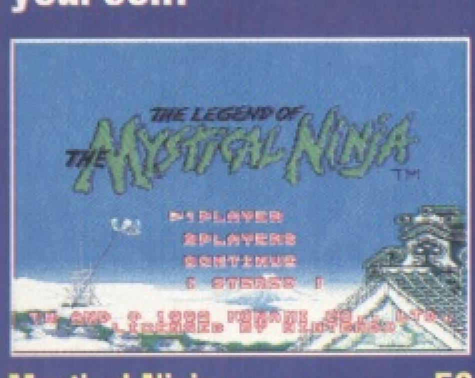




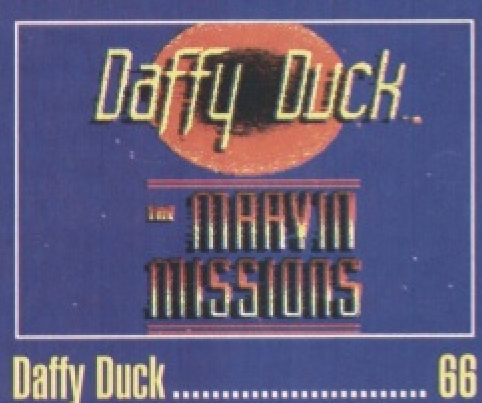


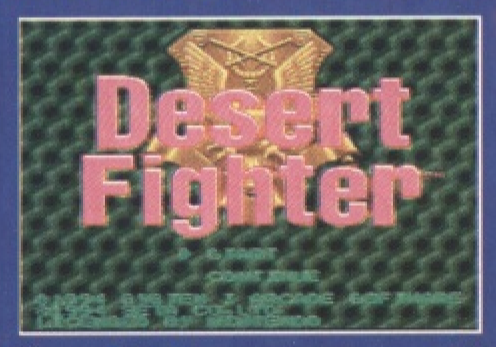










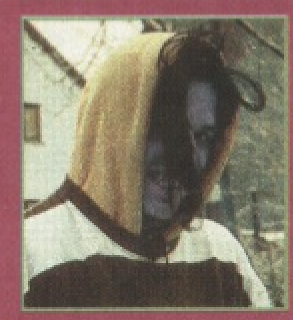


welcome to SNES FORCE

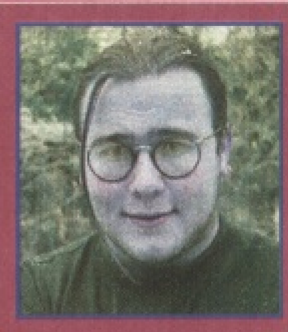
Sit back, relax and prepare for the ultimate SNES read, but first meet the team...



Chris Rice
Editor
Fave game: *Sensible*
My Hero: *Elvis: The King*



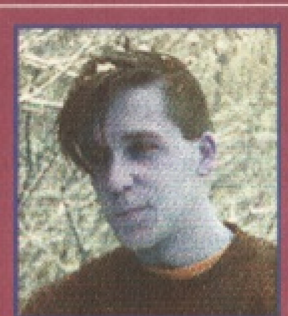
Charlie Chubb
Sen.Designer
Fave game: *Super Turrican*
My Hero: *Well, thankyou*



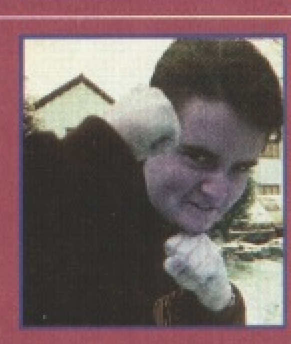
Jon Bruford
Sub-editor
Fave game: *Turtles*
My Hero: *Eddie Vedder*



Will Evans
Reviewer
Fave game: *Young Merlin*
My Hero: *Tank Girl*



Chris Hayward
Reviewer
Fave game: *Sensible*
My Hero: *Ralph McTell*



Simon Hill
Reviewer
Fave game: *Young Merlin*
My Hero: *Myself*

The News

January '94

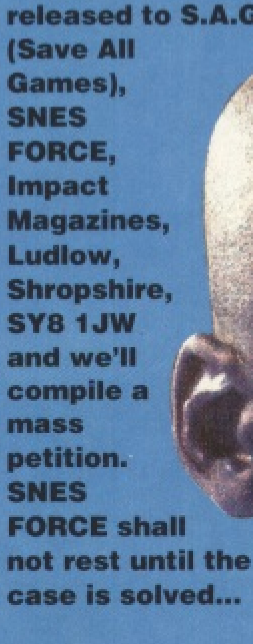
Around the SNES world in 31 days...

HOW *YOU* CAN HELP RELEASE THE GAMES WE MAY NEVER SEE...

Just when the best American Football sim was about to touchdown, news from EA reached us that *John Madden's '94* may never achieve an official UK release. And that's not the only shock in store for British gamers — *NBA Showdown* (previewed last issue) has been scrapped! The basketball bash will only be available on import which is a big blow to humble basketball fans without the money or an import adapter. Along with *Madden's* the popularity destined *NHL Hockey* has been locked in the cabinet labeled TBD — To Be Decided or UB — Unlucky, Brits.

Here at the SNES FORCE we think of ourselves as the Esther Rantzen of the software industry, the Roger Cook of British gaming (a rather ugly combination we're sure you'll agree) and have decided to do the honourable thing — sulk! *Madden's '94* was a potential blockbuster but now the talented data is to collect dust — do you think this is fair? Can you wake up each morning knowing you may never get to even see these games let alone play them? Then take action! Construct banners, storm parliament, insult politicians and demand they be released. Okay, taking such evasive action may be a little harsh but considering the games are FINISHED, it's a big, big pity to think we might never lay our hands on them.

Then there's *Lethal Enforcers*. The arcade sensation features two hefty pistols with which to gun down encroaching masked hoodlums and cash-crazy bank robbers. We were overjoyed the SNES version was a hit in Japan and was ready to be shipped over (complete with plastic guns) for British players to sample the delights of unadulterated violence without facing a prison sentence. Unfortunately Konami have stated the *Lethal Enforcers* bundle will be too costly to mass produce (the guns required to play being the biggest cost) and consequently placed a big question mark over the project. So will this be another blow for SNES users? Has another software company made a big mistake and lost out on a lot of dosh? Although the Mega Drive version has awful graphics (though that goes without saying) it's a great laugh. So we've decided to take the law into our own hands. You've heard of the Guardian Angels, the group of vigilantes with their own brand of justice, well we're going to adopt their attitude and fight fire with fire. If enough people write in requesting the banned games be released we will storm the Konami and EA offices in an effort to ensure justice is done — we're prepared to go to any lengths. Jon Bruford has volunteered to set fire to himself outside the EA offices, Chris Hayward has volunteered to set fire to himself *inside* the EA offices and Will Evans has volunteered to go on hunger strike! We're all prepared to do whatever it takes. So help this worthwhile cause and send a letter of complaint as to why the games should be released to S.A.G. (Save All Games), SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW and we'll compile a mass petition. SNES FORCE shall not rest until the case is solved...

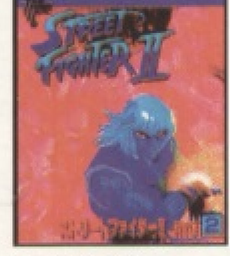




As Michael Jordan bows out from basketball so *NBA Showdown* gets put on ice. Let us know what you think!

STREET TOUGH

After much debating, an official *Street Fighter II* comic has finally been launched. Perfect fodder for a comic, the Japanese Manga variant has hit news stands in Japan. Currently on its third issue the plot isn't such a distant idea from our own *Street Fighter II* novels. Ryu is cast in his usual lonesome traveller role who enters a tournament hosted by crazed drug baron M. Bison.



The rest of the fighting posse fit into the story in some way or another. Guile is seeking revenge on the gangster after he used the G.I. for drug experiments causing an intense build up of physical aggression. Chun Li is a fighting-femme-come-special-agent searching for her long lost father believed to have died at the mercy of Bison. Sagat, Balrog and the preening Vega are (surprise, surprise) Bison's henchmen and thanks to lenient comic codes there's loads of graphical scraps in each and every page. Of course unless you can read Japanese you'll just have to look at the pictures, a UK version has yet to be finalised — bummer.

THE SECRET OF MANA

Producer *Square Soft*
Available *November*
Status *US release*

Apart from *Zelda* and *Shadowrun* there's been little RPG success on the SNES. The Japanese love the game style of walking around, talking to peasants, killing dragons and collecting items but their winning formula hardly ever sees the light of day on the shores of Blighty. Is it because UK game producers want us to remain immersed in platform games? Or is it because they can't be bothered to convert the reams of Japanese text? Hopefully, *The Secret Of Mana* will change all that. Known as *Seiken Densetsu 2* in Japan, the graphics are rumoured to be superior to *Zelda*'s, packed with enhanced cuteness, fantastic sounds and Mode 7 to melt your eyes.

What makes *Mana* extra special is the three-player mode. Through the use of the Multitap, a trio of fantasy fans can roam the many lands together. We'll put odds on this being a stunning *Zelda* beater when it finally appears. Look out for more news on an official UK release as it's announced.



Just an example of the superb graphics in store.



Gameplay features a revolutionary three-player mode.

WIN A SNES PLUS LOADS OF COOL PRIZES

Competition

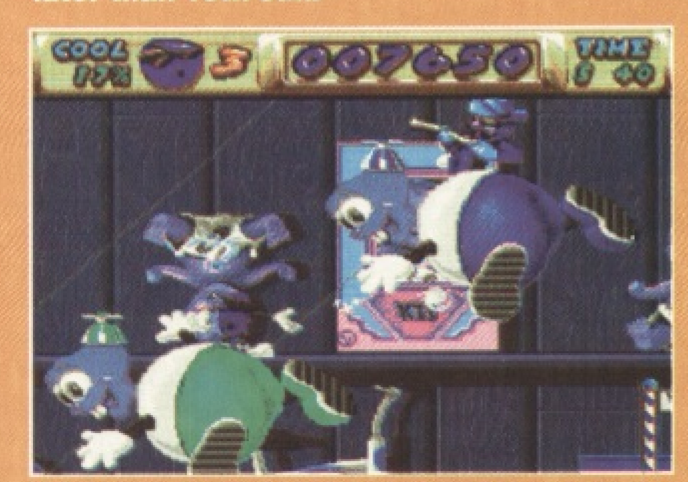
We're Virgin on the ridiculous! To celebrate the launch of the coolest platform hero ever, we've teamed up with the gang at Virgin (including the wondrous Woody, Doug 'Cushty' Johns, Greg 'worry, worry' Baverstock, Ginger Elvis and the downstairs posse) to bring you the ultimate New Year compo.

If you're looking for a great game for '94, make sure it's Virgin's *Cool Spot*. Scoring a massive 90% in Issue Seven its already taking the nation by storm and we're giving you the chance to win your own copy — absolutely free! And if that's not enough to tempt you, the winner also gets a Super Nintendo to play their game on. How Cool?

Twenty-five runners up get an exclusive high-fashion Cool Spot as worn by all top computer journos plus, just to make it as fair as possible, the first 50 people to write on their entries 'I Love SNES FORCE and COOL SPOT' get a stylish and totally exclusive Cool Spot metal pin badge. In case you didn't catch all that let's recap on those prizes:

- **One UK Super Nintendo**
- **SNES version of *Cool Spot***
- **25 Cool Spot T-Shirts**
- **50 Exclusive Cool Spot pin badges**

All you have to do to stand a chance of winning these great prizes is answer these two easy questions and send the coupon to 'Too cool to fool' Compo, SNES FORCE, Impact Magazines, Ludlow Shropshire SY8 1JW to arrive no later than 15th Jan.



Look at those amazing graphics! Fill in the coupon on the left and you could win this brilliant platformer.

If your cool enough to win these great prizes answer these two easy questions not forgetting to include your age, daytime telephone number and photograph if possible.

1) Which soft drink does Cool Spot appear on?
a) Dandelion and Burdock
b) Um bongo
c) 7-UP
d) Buttercup Syrup

2) Which of the following owns Virgin?
a) Oliver Reed
b) Elvis
c) Richard Branson
d) Jim Davidson

3) Which of these is Cool Spot's arch enemy?
a) Wild wicked wily Will
b) Willy Wonker
c) Willy Evans
d) Dr. Willy

Name ....

Address ....

....

....

....

Age.......................Tel ....

Only completely filled out coupons are eligible. The editors decision is final and no correspondence will be entered into. If you do not want to receive mail form other companies please tick this box ❐

20/20

In addition to our exclusive *Lemmings 2* diary we asked DMA Design's chief SNES programmer Mike Dailly about the trials and tribulations of working with thousands of suicidal rodents.

SNES FORCE: So Mike, tell us all about programming *Lemmings 2* and any problems you had.
MD: Mmmmm. Well, if there's one game most programmers *don't* want to write for a console, its *Lemmings 2*. The game just goes against all the normal traits. On a console like the SNES, there are certain limits. If you look at most games they happily fall within these limits — nice square blocks *Mario* style, not too many things on screen, again *Mario* style, and good quality music. *Lemmings 2* only really follows one of these; the music. And even then, we were very hard pushed to fit in 15 tunes AND 20 high quality sound effects.

Suicidal: Mike Dailly on life with *Lemmings*.

SNES FORCE: What was the most difficult thing about converting the game to the Super Nintendo?
MD: *L2* laughs at all the usual conventions. Nice square blocks — HA! Not too much happening at once — HA! The basics of *L2* is of course, walking round changing the background, allowing escape.

This was one of the hardest sections to do as it *can't* use any of the nice SNES hardware. The processor is put through hell, and tends to grumble when asked to do these things. But if you talk to it nicely it can put on a brave face (?) and show up machines like the Amiga or PC.

The other striking thing is the sheer amount of moving things in *L2* — there are 40 Lemmings out at any one time. That shoots past the SNES limit already and that's not including the objects involved (trapdoor, exits, water etc). Believe it or not, the basics hardly use any of the SNES hardware at all!
SNES FORCE: How do you avoid/combat nightmares about little faceless things with green dreadlocks?
MD: I can't! They're always there ...
SNES FORCE: How many hours a day do you spend working on *L2*?
MD: About 28 hours — or so it seems. It just goes on, and on, and on, and on, and...
SNES FORCE: How strict are the deadlines for programmers?
MD: I refuse to answer this question as I may be laughed off the face of the planet.
SNES FORCE : How did you get into programming — what machine did you start on?
MD: A ZX81 — remember them? Although I got into the business on a C64. I started to program because — don't laugh — I didn't like the PAUSE 100 command in the ZX81 basic. When you put your name on the screen and then pause 100, people just had to press a key to get rid of it. I wanted it to stay there for a while. Sad eh?

'Fraid so Mike, but at least you're rich — and famous now! If any rich capitalists would like to hire Mike for top quality games conversions, just send a certified cheque (made payable to cash) for £10,000 as a deposit to SNES FORCE at the usual address. We'll be back next issue.

MYSTICAL NINJA 2

Producer *Konami*
Available *December*
Status *US release*



Just one of the game's crazy new characters.

If that certain something is missing from your software collection put the sparkle back into your library life with the mysterious amusement of *Mystical Ninja*. Receiving a glamorous 92% in this very issue, our research tells us the sequel is already primed for American audiences.

Kid Ying and Dr. Yang are on holiday when they hear a callous dictator has taken over an ancient fortress and when the castle is transformed into a flying fortress the ninjas decide to intervene. The duo are wackier than ever with new weird weapons to pick up and pummel ghoulies and ghosties with. The Doctor is armed with a deadly paper fan while the spiky-haired Kid is back with his scary not-so-peaceful pipe. The team are also accompanied by Sasuke, a mechanical ninja blessed with the ability of slicing people in half! The old-favourite casinos and food plazas are included, along with a new way in which to tackle end guardians. At the end of a stage Ying and Yang climb into a huge robot with player one handling the clockwork cannons and player two controlling the robot's movement. Guardian battles feature a unique first-person perspective 'out-of-the-robot's-eyes' view where you see exactly where all the punches land on the opposition. The flute-thwapping, civilian battering — *MN2* is features more slapstick antics than the sane mind can imagine. Can *you* handle insanity?

SOUNDS OF THE '90S

Without striking music a film is as enjoyable as staring at muck. Snazzy looks are all very well but rippling beats and crunchy FX is what stirs up an atmosphere. This holds true for games. Who could forget the orchestral onslaught of *Super Probotector*, or the powerful laser zings in *Super Empire Strikes Back*? Take them away and it wouldn't be half as intense.

Realising the importance of game sound is Interplay, who are currently developing a system to greatly enhance in-game music and effects. The A.R.D.I. (Advanced Real-time Dynamic Interplay) Sound System is set to improve music quality.

A.R.D.I. is based on a MIDI interface and is plugged into the cartridge port enabling musicians to make full use of the SNES sound chip with greater control over fancy technical bits such as modulation depth and echo filter settings.

Basically, it's gonna be good, with hundreds of samples being able to be packed using little memory. *The Lost Vikings*, for example, had 112 sound effects and used only 11K! With forthcoming Interplay products taking advantage of A.R.D.I. sounds of the '90s look set to get better and better.

FERRARI F1 CHALLENGE

Producer *System 3*
Status *Official UK release*
Available *Early '94*

Beginning as a rookie in the Group C world of racing the object is to work your way through the league to progress onto formula 3000 and the challenging F1 group. Graduating gives you the chance to drive against the best for real clubs — Williams, McLaren and Ferrari!

At the end of each race (as long as you finish in the top five) cash prizes are dished out and this can be spent at the workshop where a dodgy looking mechanic is willing to add some good trims to your jalopy — for the right price. Better engines, acceleration, go faster stripes — the ultimate dream machine can be created. Racing tracks range from the stifling heat of the desert, the plush scenic views of grassy mountains and the smoggy air of the city.

The beauty of driving in this game is budding Mansells can exploit the save mode and build up a respectable racing career. Those preferring pure adrenaline thrills won't be disappointed by the game speed. Whacking the calculating speed of the SNES to twenty times more than in most games is a DSP co-processor chip that certainly puts the heat into *F-Zero*'s kitchen. Both racing fans and Sunday drivers should watch their rear-view mirrors for this.

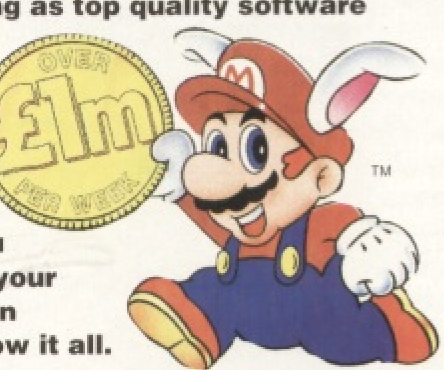


***Ferrari*: All the thrills of F1, Formula 3000 and Group C.**

WAY BIG SPENDERS

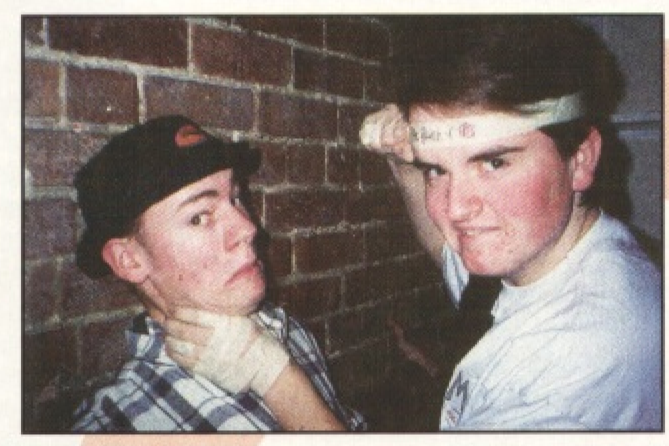
And there we were thinking Nintendo was a non-profitable organisation, creating games purely for the love of entertaining people. Well, surprise surprise if they haven't made loads of money! It's true! Nintendo are making money — mega bucks actually. Just a small amount of the cash raked in from people's pockets is spent on advertising and Nintendo are now spending over a million pounds *every week* on various media campaigns flogging their latest products. New games, software/hardware bundles — they're all being promoted big style. Did you know that by now 95% of the nation aged 6-18 will have seen the Nintendo TV commercials 50 times? You didn't? Well you do now!

Backed by roadshows, extensive retailer training programmes and promotions bigger than God's buttocks it's no wonder the cash is disappearing. Not that we care, the big N can do whatever they like with their (your?) money as long as top quality software continues to flow out we'll be as pleased as punch. Who ever said you should save your money? Go on Nintendo, blow it all.



CHALLENGE THE CHAMP!

Welcome to our new *Challenge* feature. Reckon you're tough? Sure you're the hardest around? Maestro says 'Bull!', and dares you to prove him wrong!



Don't mess with Maestro or you're a dead man!

Forget Metro, SNES FORCE's champion, the one and only Maestro is the man to beat. Unofficial, but still unbeaten *SFII Turbo* and *Mortal Kombat* champion, conqueror of *Zelda*, mutilator of *Mario Kart*, he doesn't kid around. The Maestro's a gaming God and we're giving you the chance to topple him from his pedestal.

Every month we'll pick one entrant to travel to sunny Ludlow and go one-on-one with Maestro on the game of their choice. He's not worried, he'll take you all at once, he'll take you with a bag on his head, he'll take you using his feet! We're so confident of Maestro's skills, we'll even pay your travel expenses to get here. So stop shaking and get writing, send your name, age, address, telephone number and preferred game to the following address. Amusing threats are always well received. Address: 'Maestro's A Pussy!', SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. The unbeatable one boasts 'I'll whip you *and* yo *momma's* ass!'



Dave feels the wrath of Maestro.

This month, Maestro threw down the gauntlet before one Dave Morgan, and the game he chose was the brilliant new *TMNT Tournament Fighters*. With Dave in the blue corner, boasting silly 'lucky' hat hiding silly 'lucky' haircut and Maestro in the red with nothing but a self-satisfied smirk and his reflexes (well, and his clothes). The characters were chosen and the pre-match glares set the atmosphere as Morgan took Donatello and Maestro grinned in anticipation as he chose Chrome Dome. Now we switch to match commentary, provided by our very own *Gamesmaestro* cheeky chirpy cockney character, Payshunse Test-aaar.

Wooargh! Payshunse Test-aaar 'ere, the match kicked off wiv' Maestrow chuckin' a volley of projectiles and Dave's 'iding ov-aar in 've corner. No chance for a comeback as Maestrow leaps ovar 'vere and kicks 'im in the face. Blindin'! The first round was owv-aar before we knew it when 've young champion frew Dave to the mat and followed frough wiv' enough fast punches to put out Metawl Mickey's lights. Raaand two, and 'vis time Dave came right out wiv' multipwe 'and-slaps, but 'is opponent took no crap and stopped 'im wiv' a fireball. Anovver frow from Maestrow and ohw, mah-goodness-grayshus-me, 'e's usin' lowds of weak punches an' kicks, 'is Uwtimate Attack metaar's goin' right up! An aerial match as bofe playars leap raand the screen, and… ohw! What a move — Maestrow's got 'is deaf move in and Donatellow's reelin'! Ow, more 'aste less speed as Maestrow gets ovar confidan' an' Donatellow stitches 'im on the chin. A minor diversion, howevar, as the Maestrow clinches it wiv' a crunchin' uppercat. I's awl ovar! What a match, I don't 'fink we've evar seen anyfin' like it 'ere on *GamesMaestro*. Spare a farthin', gavnar?

Well, Mr Dave Morgan was, quite frankly, pathetic. No match for the god-like Super Nintendo mastery of Maestrow, er, Maestro. We know there's someone out there who can do better. Last word to the champ… 'You can run, but you can't hide, kids. I'm a-comin' for yus!!!'



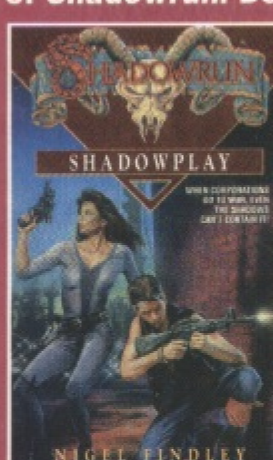
Another victim mercilessly defeated. Can anybody beat Maestro?

WIN A SPELL IN SEATTLE!

Competition

Run from the shadows, duck down an alleyway, cower as the heavy-booted Troll Deckers thunder past… and yank yourself out of the science fiction world of Jake Armitage in time to enter our razor-sharp *Shadowrun* Competition.

We've scoured the backstreets and searched every inch of every bar to get a lead on the latest events and rising names on the 2050 AD Seattle 'Runner circuit. We found it, eventually, in the new set of twelve sci-fi novels from Penguin Books' Roc Fantasy label. Each tome describes a different chapter in a different life, all lived out in the sleazy, futuristic world of *Shadowrun*. Deckers and Mages, guns for hire, Shamanism, technophiles and phobics, all are covered in these twelve volumes depicting the stories of novices to old pros. On the Old-Town black market, we managed to beg, borrow and steal you the following…



- **First prize of a Shadowrun cart, all 12 books and the DMZ (Downtown Militarized Zone) Boardgame.**
- **3 Runner-up prizes of a copy of the first volume in the set.**

Something there for the inexperienced (who haven't played Laserbeam's 92% smash game) and the veteran fan alike. It's simple, Drekhead, just fill out the coupon below and send it to us at: 'Shadow-comp', SNES FORCE, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

Now move, or it's the Caryards for you, fleshbag!



1) *Shadowrun* was rated at 92% in which issue of SNES FORCE?
a) Issue 2
b) Issue 4
c) The Standard Field Issue.

Name ....

Address ....

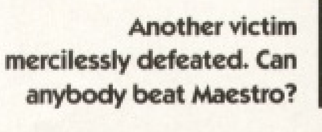
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Age .... Tel: ....

The editor's decision is final (he's got a Rutger Warhawk under his desk), and as he's got breath like the Dog Spirit you wouldn't want to talk to him, even if correspondence *was* going to be entered into. If you don't want to recieve mail from other companies, the Matrix Systems, Drake Holdings Inc or the Aneki Corporation, tick this box ❐



UP FRONT

This trim little section is the menu of the SNES world and gives an at-a-glance view of what you can expect in the coming months. As the industry is forever changing, the release dates are liable to alter dramatically and SNES FORCE is not responsible for any tears shed should any of the following be delayed.

SNES

Time Slip	*December*
Adventures of Dr Franken	*December*
Alfred Chicken	*December*
Brett Hull	*December*
Cool Spot	*December*
Wordtris	*December*
Might & Magic 3	*December*
Pink Panther	*December*
Plok	*December*
Robocop vs Terminator	*December*
Lawnmower Man	*December*
Lamborghini US Challenge	*December*
Total Carnage	*December*
Last Action Hero	*Winter*
Utopia	*Winter*
Pink Panther	*January '94*
Sensible Soccer	*January '94*
Turn And Burn	*January '94*
Super Battletank 2	*January '94*
Super Empire Strikes Back	*January '94*
Impossible Mission	*January '94*
Ninja Warriors	*January '94*
Humans	*January '94*
Tournament Fighters	*January '94*
Pinball Dreams	*January '94*
Super Turrican	*January '94*
Flashback	*January '94*
Winter Olympics	*February '94*
Mystical Ninja 2	*February '94*
Chaos Engine	*February '94*
Beastball	*March '94*
Magic Boy	*First Quarter '94*
Dragon	*First Quarter '94*
Young Merlin	*First Quarter '94*
Prehistorik Man	*First Quarter '94*
Muham. Ali Boxing	*First Quarter '94*
World Cup Striker	*First Quarter '94*
Star Trek	*Mid '94*
Lost Vikings 2	*Mid '94*
Power Slide	*Mid '94*
Mr Tough	*Late '94*
Peaky Blinder	*Late '94*

PULLING THE PUNCHES

Anyone unlucky enough to see the lacklustre *Super Mario Bros* movie will be keen to learn of other movies currently in production. We all know know there's a *Mortal Kombat* movie being penned and the *Street Fighter II* anime and live-action flick are all ready in development but the first game-to-big screen picture since *Mario Bros* is *Double Dragon*, based on the arcade game of yesteryear. A cartoon version has already been released in the states and *Double Dragon: The Movie* gets a cinema release later this year. The plot is basic action fodder expected for such a film, incorporating elements of the game (fighting!) plus a few 'new' ideas. The date is the not-so-distant future when a mega city is created after the aftermath of Los Angeles (it's destroyed, basically). With zero law enforcement, crime is rife throughout the violent streets; Drug Barons, Keith Barons — the scum of the earth and no mistake. One astute mega criminal decides it would be fun to rule the entire metropolis and hears of a flawless plan in which he can become the city ruler. The Double Dragon is a medallion (doesn't sound a tenuous link to us) and the possessor can achieve anything (even their cycling proficiency certificate!). Unfortunately, there are two heroes who want to vote for another mayor and so obtain half the Double Dragon amulet for themselves. In the starring roles as the fighting friends are Mark Docascos (Jimmy) and Scott Wolf (Billy) two relative newcomers to the movie world. Sweetheart Alyssa Milano (who first appeared in *Commando* as Arnie's daughter) provides the old 'save the damsel' element and the major villain is portrayed by none other than *T2* polyalloy adversary Robert Patrick. With fight choreography by the best in the business, *Double Dragon* should definately do better than *Super Mario* even if it does look like *Bill and Ted* with attitude.



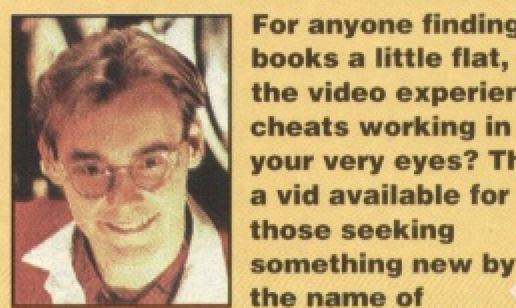
DD the movie: betcha can't wait can ya!

MORTAL MOVES

Though the rumours circulating are to be taken with a tablespoon of salt, *Mortal Kombat* has a sequel! In the (turbo?) follow-up there's a host of new moves as well as new faces and the ability to control the four-armed foe Goro. For more info turn to our 1994 mega preview. But that isn't all that's incubating in the *Kombat* stable. Still dominant in the top ten, Acclaim recently announced it has shipped more than three million units worldwide of the gruesome game and are expecting total sales to reach a staggering four million! In the wake of the cart's success, a host of merchandise and *Mortal* spin-offs are well underway. Why struggle with a joypad when you can stage your own fights with the *Mortal Kombat* figures? If you can't get enough of the rhythmic bongo beats in the game why not purchase the music CD! And if you're *still* hungry for *Kombat* garb, an official TV series, major advertising campaign and a major motion picture are in the pipeline! So you'll be able to play the game, see the film, buy the figures... what possible spin-off could come next? *Mortal Kombat* — the official religion?

WIN A CURLY DIAMOND!

Competition



For anyone finding tip pages and books a little flat, why not get into the video experience and see the cheats working in front of your very eyes? There's a vid available for those seeking something new by the name of *Power Play*, the essential guide for champion wannabes. And what better dynamic tandem than Dominik Diamond, and Colin Curly's brother Danny Curly to present the show. Both these lads have had ample experience in the video games world what with Dom formerly presenting Gamesmaster (who, incidentally, was beaten by Chris Hayward at *Sensible Soccer*) and Danny being former European Sega champion (who, incidentally was beaten by Simon at *Street Fighter II*) so you know you're in for some sound advice. Loads of hints on how to beat those nasty end guardians and be the best in all the latest games are explained in the best video of its kind to date. We have TEN copies of this fab tape to give away. Just answer this question below:

Danny Curly attended which consumer show in September?
a) Shrewsbury flower show
b) The Danny Curly show
c) Live '93

Send all entries to Curly Diamond Compo at the usual address to reach us before the 20th January.


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All coupons must be fully completed. The editor's decision is final and no correspondence will be entered into. If you do not wish to receive mail from other companies please tick this box ❒

Competition

In this new regular feature we give you the chance to beat our office champ at the game of your choice for great cash prizes. The idea is simple. You send your name in with the game you wish to challenge on, we pull one lucky entrant out of the hat and he or she gets an all-expenses-paid trip to the SNES FORCE offices for the BASH FOR CASH.

Overcome our champ in the deadly duel and you'll earn yourself a cool £100. If you're defeated we'll add an extra £100 to the totaliser making the next contest a scrap for £200 — you see there are no losers in this game!

If you think you've got what it takes, fill in the coupon — making sure to enclose a photo, daytime telephone number and the game you want to challenge on — and send it to BASH FOR CASH, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW to arrive no later than 15th Jan.

So if you fancy your chances against the professionals, stop dreaming and start scribbling — you can't win if you don't enter!

POP 'N' TWINBEE 2

Producer *Konami*
Available *December*
Status *US release*

Twinbee and Winbee, everyone's favourite Japanese kids are back in their alien togs for more cutesy shooting but unlike the original Japanese blaster the sequel is a side-scrolling platform game. Joined by newcomer Gwinbee, Twin and Win set out to rescue an imprisoned princess (obviously originality wasn't priority in the game). One or two players control two of the three cutesy



Konami and shoot-'em-ups: a match made in heaven.

dudes, each with unique characteristics. Twinbee is the courageous laddy with an almighty hammer for a weapon, Winbee is the adorable rosy-cheeked lass who defeats nasties with a rope and Gwinbee is a little tyke who can't resist smashing heads with a giant rattle. Along with a two-player head-to-head option, *Rainbow Bell Adventure* is full of promise. Big bosses, collectables and all the usual platform goodies, you know the kind of thing and we're hoping for a UK release in a couple of months — differing schedules depending. We'll keep you posted.

SUCK THIS!

It's become increasingly popular to interwind game characters into mysterious scenarios to boost their popularity appeal. After it was exclusively revealed that *Mr Nutz* was a bad boy at school, newcomer to the SNES scene Zool has just staged a publicity stunt of his own. Yes folks it can be revealed that *Zool* has gone missing! (Oh, crocodile tears, Walt Disney endings etc.). There are fears that Mental Block (don't ask) has eradicated the Nth dimension ninja. Last seen at the FES show (so he was the one!), there are worries he may never be seen again. There's a description for anyone not knowing what he looks like (as if you wouldn't notice a big green thing staggering around the street): A well-built character with a huge head. Well, that could be anyone in this office so we haven't the faintest idea but maybe you do! In fact YOU CAN WIN £100 AND A YEAR'S SUPPLY OF CHUPA CHUPS! According to Gremlin, any information leading to Zool's whereabouts wins the informer the money and the sweets. Well, they asked, so if you've been wondering who that green and black alien in your neighbour's potting shed is, this could be your lucky day! If you have the relevant info, call 0742 753423 and ask for the Nth Dimension...

Competition

STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS!

Just in: Nintendo's partner in the 'Project Reality' venture SGI has confirmed reports that Nintendo's new sub $300 (£200) 64-bit machine scheduled for 1995 will be far superior to 3DO. SGI founder James Clark is reported to have stated: 'We are talking about a system that will be an improvement of up to 1,000 times on how 3DO is today.'

Charts

UK CHART

1.	▲	Street Fighter II Turbo
2.	▼	Super Mario All-Stars
3.	▼	Striker
4.	▼	Player Manager
5.	▲	Bubsy
6.	▼	Mortal Kombat
7.	▲	The Lost Vikings
8.	▼	Super Mario Kart
9.	▼	Star Wars
10.	▼	Alien 3

US CHART

1.	▲	Mortal Kombat
2.	▲	Street Fighter II Turbo
3.	▲	Super Mario All-Stars
4.	▲	NFL Football
5.	▲	Starfox
6.	▼	Bubsy
7.	▲	Tuff E Nuff
8.	▲	Mario is Missing
9.	▼	Mario Kart
10.	▲	Final Fantasy

JAPANESE SFC CHART

1.	▲	Sarah Moon
2.	▲	Thoroughbred Breeder
3.	▼	Secret of Mana
4.	▼	Super Mario All-Stars
5.	▲	Mario and Wario
6.	▼	J-League Soccer: Prime Goal
7.	—	Crayon Shin-chan
8.	▲	Super Derby
9.	▲	Jutei Senki
10.	—	Sword World SFC



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Cover exclusive

What's Really in store for '94

With a year of fantastic games behind us the sparkling months of 1994 can only bring better, brighter and bigger things to the SNES front. Here's what you can really look forward to in '94...

NUMBER ONE

Super Street Fighter (Capcom)

The original *Street Fighter* started life in an arcade which, though awful to play, was a breakthrough in that you could hit punch pads on the machine — just like real fighting (if you call hitting a machine fighting, most people would call it vandalism). A few years later the sequel appeared, gaining more attention than any other arcade game in a long while. Another beat-'em-up it may have been, but the flawless playability ensured it was a staple requirment in any serious gamer's diet. Now, a few years later the SNES is rolling in delightbecause of the enhanced conversion *Street Fighter II Turbo*. But just when things were cooling down and the Nintendo scene regaining its pace, *another* game involving the brawlers rages into amusement arcades — it's bigger, better, faster, more colourful and there are four new characters — it's *Super Street Fighter II*, and if you haven't heard of it yet you're losing touch with the modern world. *The New Challengers* is not just an upgrade of the original concept but an entirely new game. Apart from the characters' names *everything* has been given a major face-lift. The sprites now look a lot beefier and meaner, no longer bruised and scowling should they lose but angrily grunting in pain as blood sears from deep cuts on their battered faces.

For the first time, four arcade machines can be linked together for an eight-player Tournament rumble where only the toughest can possibly survive. With a new Q surround-sound music system adding awesome atmosphere and thumping FX, and even a choice of eight colour choices per character (picture Zangief in shocking pink or Ken in lightning yellow!), this has renewed interest in the phenomenon that is *Street Fighter II*. A SNES conversion is imminent and if there's anybody who *still* hasn't bought one of these amazing consoles by now, this will be the game to set the record straight.



M. Bison gets a new move and a faster charge time but he still has trouble against Blanka's air attacks.

So what can we expect from the conversion? How many megs can a cart be pushed to? Well, the arcade is a stunning piece of technical wizardry, with many amazing features.

A new idea is the improved dazed indicator. Anyone who's played the game is no doubt familiar with the awful feeling of stars whizzing around their head after a severe beating, able to do nothing but watch the opponent close in for a bit more. Unfortunately, duffers at the game are at an even bigger disadvantage — the dizzy stars circle before the dazed have even landed indicating they're completely vulnerable! Devastating moves are of course combination techniques, and while here at SNES FORCE we're still amazed at the combos available in *Turbo*, *Super* has you a gasping in disbelief.



T. Hawk (left) is on the receiving end of one of Fei Long's many combos. Notice the redrawn stage.

The New Challengers in question are four of the toughest characters yet seen in an arcade game. Dee Jay is a menacing kickboxer from Jamaica and is a well-balanced character with an all-round status making him a fighter adaptable to all situations and opponents. Dee Jay's favourite winning slogan is 'Your problem is you don't have any rhythm'. Most opponents are likely to not have any teeth let alone any feel for music.

Still on the theme of lacking incisors is Cammy, a special agent from good old Blighty whose message to the others is 'Your missing teeth will remind you of my victory'. Her thrust kick is a sight to behold along with the spinning knuckle and cannon drill technique. Such a ferocious arsenal for a cute girl. If you're in search of mean looks, Fei Long is the answer. A toned Bruce Lee pastiche, Long favours speed and agility rather than powerhouse brute strength. Loaded with combinations such as a flaming dragon kick (a leggy version of Ryu's punch) and hop kick (a kick side-shuffle followed by a devastating kick) Fei Long states 'You must learn to block or my speed will overcome you' and he ain't kidding.

Finally, there's the awesome power of the Indian chief Thunder Hawk, a far cry from the innocent war cries of Little Plum of *Beano* fame. This massive American can completely cripple the opposition in a matter of seconds. With a horrific powerslam, anyone who reckons Zangief's strong had better see Mr. Hawk in action. When he says 'Your screams sound like a pathetic war cry' you know he's not in this tournament for a bit of fun.

The remaining contestants have of course been in training to show these newcomers they're still very much in charge. Whether it's new moves or better agility (Honda for example has no new techniques but can deliver an incredibly quick sumo torpedo) every contestant has gained something.

The *Street Fighter* craze is going to continue for a long while and when this Super, smashing, lovely conversion hits town, heads are going to spin in excitement. Will such an outrageously popular game ever lose its following? Well, when the *Super* phase eventually dies down (that's not conceivably possible as yet) there's something else to keep in mind — the inevitable *Street Fighter III*!


Cammy has the agility and speed of Chun-Li plus extra strength. Watch out for her Cannon-drill attack.

NUMBER TWO

Super Return Of The Jedi *(JVC)*

This is no stab in the dark, in fact we'd bet our mothers this is going to appear. Mainly because at the end of *Super Empire Strikes Back* it states there's going to be one! Let's be honest. JVC, producers of the first two in the *Star Wars* trilogy, would be goons to ignore the interest in the final instalment. Just imagine the possibilities for such a game! Starting in the desert wastelands you could expect a typical platform/shoot-'em-up on the land of Tatooine where the evil manifestation Jabba the Hutt awaits in his lucrative lair. What about the perilous Sarlaac pit over which the team hover, fighting Hutt's men and the bounty hunter Boba Fett. There would have to be a section for the adorable Ewoks during the mayhem on Endor which then would include the dramatic speeder bike sequence. Quite how this will be handled SNES-wise is unpredictable but the first two games were so detailed and fascinating we expect the best. In the film, Luke had a rematch with Vader before facing the wrath of the evil Emperor. While this dramatic action was taking place, Lando Calrissian was hurtling into the heart of the Death Star.



Building on the success of *Empire*, *Jedi* will be an absolute stunner!

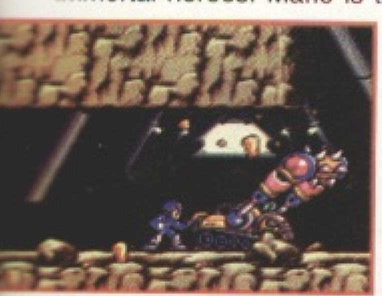
We can only expect the usual smattering of lasers blasts and atmospheric music, not forgetting the addictive gameplay.

A hugely entertaining game packed with the best of Lucas razamataz. Second to *Super Street Fighter II* this is going to be huuuuge!

NUMBER THREE

Mega Man X *(Capcom)*

The NES is being faded out of the limelight and finding its way to cupboards and car boot sales worldwide but the 8-bit system created several immortal heroes. Mario is the obvious hero, but not far behind are the mega powers of Mega Man. Undeterred by the ailing NES, Mega Man has jumped ship for a shot at SNES action. In a similar vein to his other adventures, the aim of *Mega Man X* is to run, jump and shoot. The added technology of the SNES enables Mega Man to perform some wild moves: leaping off walls, using opponents' weapons against them — he's been given a new lease of life, not to mention a new plot!



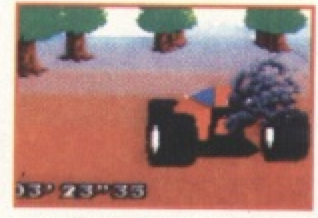
At last Mega Man brings his talents to the SNES.

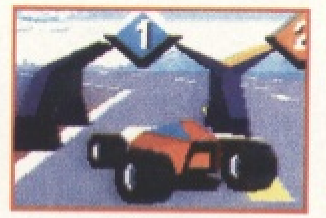
An archeologist by the name of Dr. Smith uncovers an underground lab in which documents for an elite robot warrior is stored simply called X. After uncovering blueprints concerning X, Smith builds an entire legion of robots (Reploids) and they prove an instant hit with the general public. But the good idea becomes a nightmare when the Reploids develop minds of the own — soon the entire universe is under threat. Feeling slightly responsible, Smith programs the original X Reploid to hunt down the offending robots. X is the Mega Man in a battle that rages everywhere, be it land, sea or air. With stunning graphics, this is destined to become another Capcom classic.

NUMBER FOUR

FX Trax *(Nintendo)*

The next Nintendo-developed cart to reach us using the Super FX chip is *FX Trax*, a racing game which is not a far cry from the spectacular looking *Powerslide* and *Dune Racer*. With sporty cars changing shape to fit through tight spaces it's going to be astonishing. Split-screen action offers players the chance to race against each other on off- or on-road courses. Nintendo sold over one million copies of *Starwing* in the U.S and Japan so it's no wonder there's hype surrounding this. The chip has actually been improved, providing enhanced graphic definition and increased game speed. While *Powerslide* is more of a simulation, *FX Trax* is going for all out racing thrills whatever the cost. Available in America shortly, (why should *they* get everything first?) records are about to be broken.





***FX Trax* is the first two-player Super FX game and promises to be even better than *Starwing*.**

NUMBER FIVE

Powerslide *(Elite)*

Racing games are all very well but when was the last time you played a 'realistic' racer? Sure, the Top Gears and *Exhaust Heat*s are very playable but can cars really take corners at over 200 mph without any momentum differences? The answer is obviously no. The closest to 'real' driving there's ever been is the arcade *Hard Drivin'*, but Elite are taking the experience one step further with a cart incorporating the Super FX chip of *Starwing* fame.



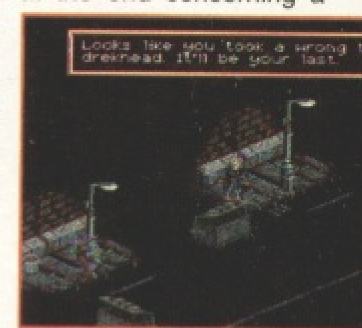
Can you handle the pure power of this 3D Super FX racing game?

Powerslide includes amazing scaling and rotation tricks which, it's argued, put this driving simulation way ahead of the competition. Play against the computer or a second player and choose from a range of weather-affected tracks and differing cars, each with unique handling abilities. Just like the real thing, take a corner too hard and you've got to countersteer or slide out of control. When racing head-to-head against a friend, the screen splits into two when one person accelerates into the lead and still retains the clarity and definition as the full-blown single-screen view. The two-player option doesn't sacrifice any of the speed as the FX chip is one quick microprocessor. All being well, *Powerslide* will appear in September. It's a long wait but it's definitely going to be worth it.

NUMBER SIX

Shadowrun 2 *(Data East)*

If you've completed *Shadowrun*, first let us congratulate you. Second, you'll no doubt have noticed the subtle hint at the end concerning a sequel. Following on from Jake Armitage's after-death excursion, the plot is a closely-guarded secret (either that or they haven't thought of a decent one yet) but that's not stopping us from getting excited. The only RPG yet to worry *Zelda*, the sequel is going to be even bigger. So big in fact that the old battles with the Jester Spirit will seem as easy as biting your tongue. Will Evans's favourite game (among others) is about to become a pensioner because this new-born is going to wipe the floor with it.



Completed *Shadowrun*? Prepare for the sequel!

NUMBER SEVEN

Dune Racer/Dirt Racers *(Elite)*

From Elite, the makers of *Powerslide*, comes *Dune Racer* (currently being called *Dirt Racers* in the States) an off-road tumble-rama with more rolls than a bakers! The difference between this and the aforementioned *Powerslide* are the cars and the courses. While *Powerslide* features high-performance automobiles and fast tracks, the *Dune Racer* vehicles can take the brunt of off-road mud and mayhem. Ever wanted a go at *Run The Gauntlet*, LWT's driver-thon for the celebs? *Dune Racer* has all the wild thrills as well as realistic handling. Again featuring two-player mode, if this doesn't get the adrenaline pumping nothing will! The increasing use of Super FX technology won't end here. It's set to branch out to all game styles with it's polygon effects and super speed adding depth beyond belief. Hold on to your potatoes!



***Dune Racer* offers all the thrills of off-road racing.**

NUMBER EIGHT

Mystical Ninja 2 *(Konami)*

Known in the States and Japan as *Geoman 2* the adventurous ninjas reprise their hilarious roles in the follow up to the original arcade adventure. With a third ninja added into the fray (a savage robot called Sasuke), expect the scales to soar way beyond weirdness. The team aren't restricted to travelling on foot — four vehicles are available: a fish, a mouse, a bub-cart and a Sumo-bot, whatever that may be. End guardians can be taken on by controlling a huge robot and there's more opposition than the mortal mind can cope with. Basically, this is going to be everything the original *Mystical Ninja* is but with one balaclava lot more. For more info on this sensational-looking cart flip to the News section and adore those screenshots.

NUMBER NINE

The Jungle Book *(Virgin)*

Mr. Kipling is renowned for producing tip-top quality pre-packed cakes. An inspiration unto himself he gave bland apple pies a twist by adding... wait for it... custard! But did you know he also wrote a book? Rudyard (a daft name for a chef) once scribbled out a journal about a jungle called... *The Jungle Book*. This became an acclaimed piece of literature and when Disney got hold of the script they made it into a huge movie! With the trend in Disney movies becoming video games it's not surprising *The Jungle Book* is on its way to our consoles.



When Disney are involved expect magical graphics.

Taking control of Mowgli, swing on vines, leap snakes and maybe even ride down a stream on a bear's stomach. With Sega already geared to release their version, Virgin are putting the finishing touches to their own cart. If you think the animation in *Aladdin* is startling, prepare for your eyes to be opened. Let's just hope this Disney thing doesn't go too far!

NUMBER TEN

Starwing 2 *(Argonaut/Nintendo)*

Yet to be officially announced but strongly rumoured from inside sources at Argonaut is the follow up to the 3D stunner *Starwing*. The





Imagine the original *Starwing* (above), add a two-player option and voila — a brand new adventure.

first space crusade was released to mixed reviews — while some clamoured to play the polygon-packed game, others were not so impressed after the hype surrounding it. Sources close to Argonaut have said the sequel is going be bigger, better... As long as the comical wingmen are back — the frog, rabbit, and vulture with their laughable sayings we'll be happy.

OUTSIDE BET

Madden '94 *(EA)*

Mr. Madden may be sprouting a batch of grey hair atop his bonce, but when it comes to first class games his are among the finest.



New 360° rotation makes the action better than ever.

While the ongoing 'will it/won't it' release debate continues (see News for our exclusive report), this American Football giant is already enjoying a fruitful season in America. With the real season just about over, European sports fans *might* be able to get their gridiron fix with the successor to the the first *Madden's*. Featuring a wealth of plays and strategic elements, the new improved edition is one to watch out for — if it appears...

Okay, so now you know what's on the cards for the next year, but what do we really want to see? We compiled our own top five of unmissable games...

NUMBER ONE

Street Fighter III

This is one of the most eagerly-awaited sequels in the history of video games. There were rumours floating around last year to the effect that Capcom were working on an *SFIII* and that it would be a complete departure from the others in the *Street Fighter* series. One of the stronger rumours suggested the new game was to be a side-scrolling beat-'em-up in the same vein as *Final Fight*, with *SF* characters taking the lead roles and bosses like M. Bison and Vega as the end of level baddies. Unfortunately, several months later nothing's been heard, so it seems they were nothing more than rumours.

One idea would be to simply start all over again — create twelve completely new characters, each with new backgrounds, making *SFIII* a completely new game. The scope for the new combos and attacks is mind boggling! New features should include an instant-replay option and each character could have up to ten special moves. Whatever Capcom decide to do, we're sure they'll make an incredible job of it — we're counting the days already!

NUMBER TWO

Zelda IV

Legend of Zelda III on the SNES is one of our favourite games ever, and we'd love to see a sequel. How about ten worlds, each with ancient map pieces hidden in a huge castle in the centre. The only way to gain access is to collect the eight keys hidden in eight dungeons spread around an individual world, and once the ten map pieces are found you can enter the final world — the game would be huge! Just think what could be done with a battery back-up, a 20-meg cart and a little imagination — the game could be at least ten times as big as its predecessor, with cinematic sequences accompanying each significant event. The game could have multiple paths to follow, each with an individual ending and special rewards. It could also change the order of tasks you need to complete every time a new game is started to offer extra game life. The possibilities go on and on, so come on Nintendo — do the decent thing and get cracking!

TM

NUMBER THREE

Mario Kart 2

This must be very high on a huge number of peoples 'most wanted' list. We must agree, *Mario Kart* is a classic and has so many possibilities for a sequel it's a wonder the big 'N' aren't working on it already! The main new aspect we'd like to see would obviously be hundreds of new tracks, for both GP racing and battle mode. The new GP courses could be much longer and have tunnel sections and even crossovers. There could be night races with floodlights and fog patches, each race giving cash rewards allowing soup-ups like better engines and tyres. Weapons could be featured, including missiles, wheel mincers and time bombs,. The seasons should consist of more races and give each contender a chance to build up weapons. Another feature could be a course designer, allowing a choice of layout, conditions and special features like ramps and loop-the-loops, which could also be saved to show your mates. The finishing touch would be an alternative viewpoint. Some of these ideas may seem a little hopeful but the finished product would be amazing!

NUMBER FOUR

Mario V

Super Mario World was one of the best SNES games ever, and there must thousands of people crying out for a new adventure — we certainly are! The scope for a new *Mario* is as huge as *Zelda*, with hundreds of possible inclusions. The most obvious one is a much bigger playing area, with literally thousands of levels and loads of hidden zones. Each level could have two or three different ways to complete it, and depending which exit you take affects how you progress — some of the paths being more difficult and others dead ends, put there to throw you off the scent. The end-of-world koopa kids should also be much harder to defeat — in *SMW* they were an absolute pushover! Interactive backgrounds would add a whole new slant, with loads of hidden doors and bonuses to be found, and each world could have its own sub-world — *SMW* only had one hidden world for the whole game (Star Road).

NUMBER FIVE

Mortal Kombat 2

The word is that work on *Mortal Kombat 2* is well under way and its arcade release is imminent. New features we'd like to see included are the ability to play as Shang Tsung and Goro and of course, more gore. How about new moves for the bosses — just imagine Goro taking huge bites out of his opponent! All the original characters could have new, updated moves with a choice of two or three deathmoves per fighter, so you choose how to finish your opponent. We can't wait!

There you have it — an exclusive insight into the next twelve months of SNES releases. Follow them all in SNES FORCE.

WIN!

Rule the World!

The search for the ultimate *Super Street Fighter II* warrior

It's probably the biggest game revolution since chess and damn it's one hell of a lot better. Super speeds, super graphics, four new super characters — *Super Street Fighter II — The New Challengers* is arguably the best video game EVER. Already a sensation in amusement arcades the world over we're giving you the chance to become *the* champion of champions and win the prestige of *SSFII* Supreme World Warrior. The honour of such a title will go to the best of the best and you'd better be good. With our own SNES FORCE champions lined up ready to shake up the competition and deflate any inflated egos, the task is an almighty demand. The tournament will take place in London where, after a pre-match meal, the competitors will get it on in a furious battle incorporating the arcade's cabinet link-up. And there they will stay — for the entire day. Even if we have to drug the arcade owner and stay until the early hours we'll find a winner. With a glamourous trophy and a wealth of SNES goodies for the grandmaster, those who think they're the best will be fools to neglect this opportunity to display their talent — if they're as good as they say. We're looking for three challengers, so if you fancy your chances at becoming the king, why not tackle these questions and pop it off along with a photograph of yourself to: SUPER STREET FIGHTER TOURNAMENT, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 IJW. Because we're not going to know how good you *really* are until the date we're relying on trust alone to rake seriously good players. Those who turn out to be utter duffers will be ridiculed on the spot — you've been warned. Of course, if you defeat us, we'll be wearing the Dunce's hat — but who says you're gonna?



Competition

To win your passport to an all-day duel to the death against the SNES FORCE champion and two other contenders, answer the four questions below — NOW!

1) Which of the following is one of *The New Challengers*?
a) Fei Long
b) Faye Dunaway
c) Barry Bethel
d) Long Dong

2) The arcade game features Capcom's new sound system. What is it called?
a) Q sound system
b) Q and A sound system
c) Q.E.D sound system
d) Tandy's economy hi-fi system

3) Which incredible feature has been added to the machine?
a) Eight-player simultaneous option
b) You can book flights on it to the Lake District
c) It headbutts people called Percy
d) A 12-inch version of that party classic '*Shudupya Face*'

4) Who is Cammy?
a) A British special agent
b) A new improved soap
c) A lotion for nettle stings
d) I dunno but Chrissy H has got the hots for her

Name ....

Address ....

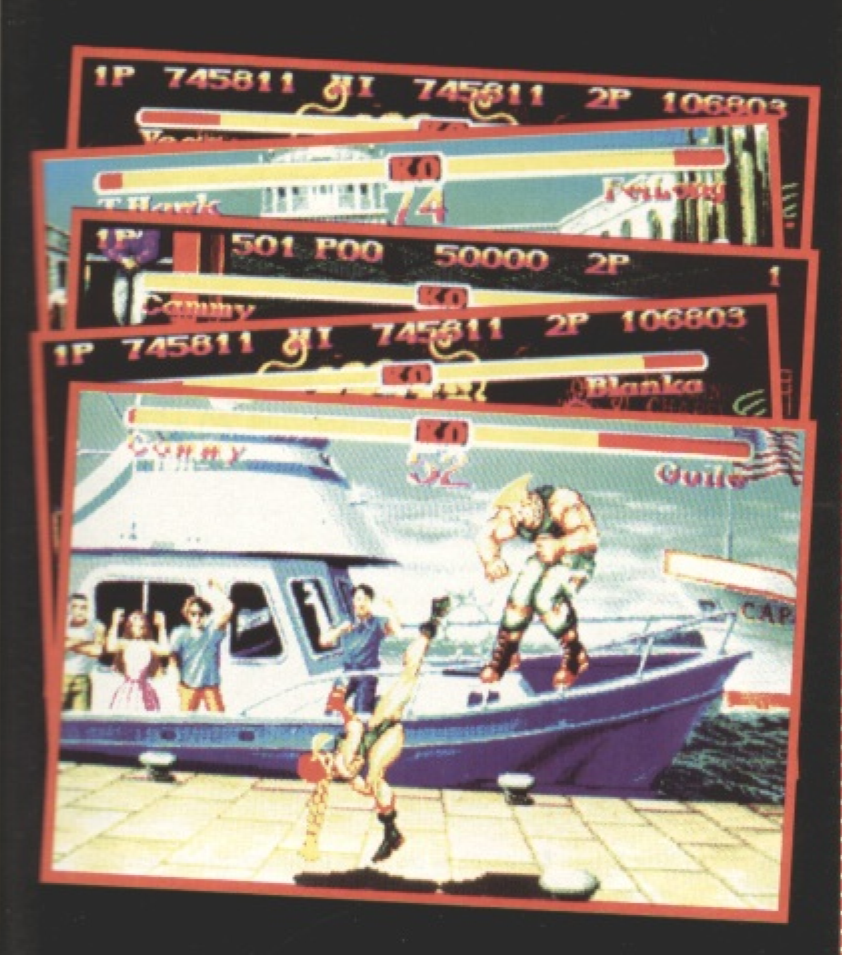
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Closing date is the 20th January 1994. The Editor's decision is final and no correspondence shall be entered into. If you have a problem with that come down here and have a one-on-one fight with him. If you don't want to receive mail from other companies please tick this box ❐



Suicide Missions

THE LEMMINGS 2 DIARIES

When you're given the job of programming the sequel to arguably the best puzzle game of all time, a year and a half may sound like a long time. But as you'll see from Mike Dailly's working diary, things are never as simple as they seem...

Mike Dailly is chief SNES programmer for DMA a respected development house in. Way back in early 1992 he began a project that was to engulf his life for the next year and a half. The chance to program *Lemmings 2* for the SNES was one of the biggest challenges of his life — it was also to be one of the toughest he had ever faced.

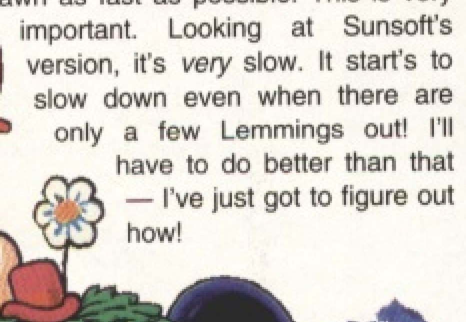
What follows is a rare insight to what actually goes on behind the scenes of a top Super Nintendo game. Through Mike's working diary we can trace the progress of *Lemmings 2* from day one to finished game. As you'll discover it was one incredible journey...

19/5/92
At last I've got my SNES development system, and started work on *Lemmings 2.* The worst thing about writing this on the SNES is *all* the code has to be rewritten. The Amiga being a 68000 machine and the SNES being a 6502 processor based machine, simply means that the code is incompatable. I have a lot of typing ahead.

The first thing on my mind was to get the scrolling working. Dave 'The Boss' Jones already had the scrolling and some Lemmings walking about, so I'd have to try and catch up. It's not as easy to do the scrolling for *Lemmings* as has been for the rest of the games I've done. I think I should do some research first.

22/5/92
After carefully looking at the SNES version, I think I'll follow the same sort of system. As there's no way you can just use sprites for all the Lemmings. Because the screen can be altered at will, I've decided to use a Bit-Map. The SNES however can't handle the drawing and replacing of the Lemmings to the main screen. Fortunately, the SNES has a lovely 4 colour screen, and it just so happened the walker and faller Lemmings are only 4 colours. That'll do nicely.

18/06/92
Phwee! At last. I've finally got the screen scrolling around the game area. So the next thing to do is get a Lemming drawn as fast as possible. This is very important. Looking at Sunsoft's version, it's *very* slow. It start's to slow down even when there are only a few Lemmings out! I'll have to do better than that — I've just got to figure out how!



25/06/92
Well that wasn't too hard. I've moved all the codes around a bit to allow the graphics for the walkers and fallers to be drawn quickly. As the SNES allows the address of ZeroPage (the fastest area to access) to be changed, I simply point it to the base of the graphics, and then draw them very quickly. I'm pleased to say the Sunsoft guys missed this trick. This should allow me to keep pace with the Amiga version.

07/07/92
After watching the jerky scroll, Dave decided it just isn't good enough for a console. It suffers from the same problem as Sunsoft's backdrop did — and it just looks pretty naff. After having a small chat with Scott 'Hired guns' Johnston, I've come up with a system that should allow smooth scrolling. Its a shame Dave can't put this in the Amiga version. I'm sure he can, I'll have to think about it though.

Sunsoft have requested some Japanese text — this'll be fun. Lets put in some text *they* can't understand!

Yup! I was right. Dave can use the same system, so it won't look too bad compared to the SNES version. I think its also time to put some skills in. Jumper and runner first...

12/08/92
Now that the first couple of skills are in place (sort of), I can put in the dreaded fan. I have NO



The flame thrower is an excellent addition to the game but don't let him turn around quickly!





The perspiration behind *Lemmings 2*, the DMA programming team and not an anorak in sight!

idea how easy this will be to use a joypad... I'll also put in the ballooner, although this involves some pretty heavy maths. I'll need to work out a better square root as well, the one Dave's using is very slow for me to run — come to think of it I don't even know how to work out square roots!

MMmmm. After writing the square root in Pascal then 68000 and then into 65816 I've managed to speed the maths routines up enough to use but I still don't really know how it works!

22/09/92
Those nice chaps at Nintendo have just sent me the new SNES mouse — MMMmmm Yummy! A quick mornings work, and its in place...OOOooo I love not using the joypad. We'll have to do something about that sooner or later. Not everyone's going to have a mouse.

Good news. I've also been given the go ahead to use a 16 megabit cart. Whahey!! This should make life a bit easier. I've just got my level conversion program working too so now I can port levels from the Amiga game.

08/12/92
I've to do a basic front end so Dave can show it off to Psygnosis. Emmm, I think I'll just start the front end properly, as there's no point in rewriting it later.

Finally figured out how to take shapes away from the background, with enough speed as to not slow the game down. It takes some very rapid code to shift and rotate the data, but I've come up with a barrel-shifting method. Which basically means that it takes the same time to shift 8 as it takes to shift 1.

It's taken me a week of solid typing, but it's time to test it! Mmmmm. Oh well nothing this complex works first time anyway.

Now that I've got adding and removing graphics from the background, I can finally do some real skills (Bomber, Basher, Builder, Stacker etc...). I hope to get most of these in before we break for Christmas.

25/01/093
Now that I'm back, I've started throwing in the skills, Walker, Runner, Jumper, Flailer, Thudder — all rewritten in line with *Gods* (Amiga version) plus many more at a store near you from 2010. Don't miss 'em!

08/02/93
Corrected a bug in my DMA transfer routines, it also uses a circular queue and checks for frame over-runs. Pause system updated (thanks to Brian 'Biscuit?' Watson), and I've written an attached sprite system for things like ballooners and flame throwers. Everyone get that?

23/02/93
Forced to finally start work on... the archer from hell! Also the filler, glue and sand pourers and the laser blaster. The Amiga archer code is really, well, how can I put this; bad! Andy 'archer' White has apologised and grovelled a few times in a sad attempt to make up for it — I suppose I can forgive him... someday. Probably once I don't have to look at it again.

15/03/93
I've now finished 13 of the the 51 skills . Oh well, on we go! I'm pleased to say the maths code is holding up well though, I really thought the SNES might not be able to handle it.

22/03/93
Time for the first demo. Dave's taking it over to the US with him to show at CES (Consumer Electronics Show). So I've finished the front end screen with a lovely 256 colour picture of the Lemming village — seems to be deserted though.

JARGON BUSTERS

Address: in programming terms an address is a single piece of memory with its own unique number. This number is the 'address.'

Bug: a mistake in the program that causes unwanted results. So called because the very first mainframe computer got a value fused because a moth flew inside it. The programmer put the dead moth on the log book and wrote 'De-bugging'!

Bitmap: graphics are arranged in rows of square dots called pixels. A collection of these pixels - for example a picture on the screen - is known as a bitmap.

Coding: this is simply a programmer's terms for all the programming instructions. Coding the fancy word used instead of 'programming'.

Crash: a really serious bug means that the program simply stops working altogether so that you can't do anything else. This is called a Crash.

Debouncing: Imagine a really springy switch. If you press it, the thing might go on, off, on, off, on before settling down. De-bouncing is a method of making sure it just does it once! A similar effect can happen when selecting icons on screen.

DMA: this means Direct Memory Access. It's a means of transferring data without using the processor (and it's faster too!)

Front End: technical name for what gamesplayers call a titles screen. It includes all the bits that let the player select options and so on. Everything that isn't part of the game itself.

Hardware: in the sense used here, hardware, means all the nice custom chips that can do special things far faster than the processor can. Mode 7 for example.

Master Versions: not another console, but the version of the game that will be the absolute final version. (Unless something unexpected, which it always does!)

Meg/Megs/Megabit: a bit is the smallest piece of memory possible and has a value 0 or 1, nothing else. A Megabit is 1,048,576 bits. More commonly, memory is shown in Megabytes. A byte is 8 bits and a Megabyte is 1048576 bytes (this is what is usually shortened to '1 Meg' NB. A Meg means a Megabyte and NOT a Megabit).

Parallax: the effect in scrolling where objects that are further away appear to move more slowly than object that are close by.

Pascal/68000/6502/65816: Pascal is a high level programming language. 68000, 6502, 65816 are different varieties of low level languages, which have very simple instructions. One instruction in Pascal is easy to understand and can do quite a bit , but can be large and slow. One 68000 instruction doesn't achieve much by itself but the result is compact and fast.

Playfield: a playfield is a layer of graphics which has one colour transparent so that another layer can show through. This is one way of achieving parallax scrolling.

Sprite: a sprite is a piece of graphic that can be put onto the screen without affecting any of the background.

Video RAM: normal memory is where the program and some data is kept. Video RAM is special faster memory where the graphics go to be displayed.

ZeroPage: a part of the SNES memory which is faster to use than other parts.



A practice mode gets you into the swing of things.

Fixed a small bug in the sprite smooth scroll system, which caused the sprites to judder every now and again. MMmm… now the Amiga version is finished, perhaps I'll get some artists to draw my parallax backdrops?

Oh dear...who's been a naughty boy then. I fixed a small bug — ever so small honest — in the background removing system. This one's been around for a while, and I thought it was going to be quite difficult to sort. Oops. Hope no one saw me.

05/05/93
Finished yet more skills, golly there's a lot of them! Changed the panel a bit, and moved Video Ram about again. I'm also to get a new programmer Adam Fowler, he'll be doing all the front end and intro screens, that should save me a month or so! I think I'll get him to do the practice screen first, that'll be handy for me, as testing these new skills is a pain.

24/05/93
Adam's just finished version one of the practice selection screen. He's also managed to do the tribe select screen! I've been busy too. I've just put in version one of the parallex backdrops, some nice looking pictures there. The Archer is FINISHED!!! Even the throwers are in! My what a nice month.

31/05/93
Second Demo for Psygnosis. All the levels are now in — subject to change. All 122k of them! Actually that's not bad for 124 levels. Rob 'compression' Northern has some nice data-shrinking routines. These levels would have been over 1,142,784 bytes in size! Good compressions eh!

Adam's finished the level select screen, almost exactly the same as the Amiga one!

16/06/93
Just finished putting in Metal, Ice and Water. Nice and easy really. Nothing like a simple task to relax you. Adam is in the middle of writing the LOAD/SAVE section, this will have to be different from the Amiga version, as I don't want people to have to enter in names! We've decided to go for a *Mario*-style save selector, 4 slots, each with a percentage indicator allowing the player to see where he is in the game. There's also a talisman for each slot showing the current medal for each tribe. Dave stated 'MMm... I wish we'd done that for the Amiga one' It just shows what a fresh set of ideas can do.

The Nuke seems to be playing up, as not all the Lemmings are dying. I'll have a look at it when I've got time…

21/07/93
Third Demo. Psygnosis seem to be taking an interest now. I guess I'll be churning out the demos — not that Adam has finished the in-game stuff, he's just started on the intro. We're not really sure if we can do the full Amiga version, it all depends on what the game takes up.

Biscuit, to his disgust, has been told to help out with some skills. He's a 68000 programmer, and really dislikes the 6502 type processor in the SNES — Shame. It did take both of use to figure out why the Magno booter wasn't working though — I *hate* tricky bugs!

I've now got trap doors, exits, etc in and it's starting to look more like *Lemmings* now. The game has also been tied together using Adam's front end stuff — you can actually play it now!

03/08/93
Fourth demo. Oh dear. 'Mr Lemmings' Timmons who has been testing *L2* has just handed me a few sheets full of bugs. So I have to fix, Water, Blocker, Walker, Faller, Pourer's, scroll (of all things), and quite a few more. At least Psygnosis won't find quite as many when they start testing.

After a small meeting with those involved I've added cannons, they're not the same as the Amiga version, but they still fire. We also came up with a spiffing new control method for the joypad. It should allow folk to play the game with a bit more ease. Adam's been handed the task of coding it. It may take a while to get it feeling just right, but it'll be nice when it's done.

11/08/93
Fifth Demo. I've fixed the dancers, but they still glitch quite a bit. I'll ponder on this some more. Adam's lock-to-Lemming on the joypad works really well. Gary even prefers using this to the mouse!

It's official. The roper is in!! This is the worst of all the skills, and its finished. I think I deserve a pint for that one! Oh yeah, Biscuit helped a bit. Oh well, it's still a bummer of a skill

I'm starting to put in all the trimmings now, like pause stops, the timer and debouncing the icons from the buttons, I've even fixed the nuke! What more could a growing lad ask for?

The *Lemmings 2* art team pose for a post-production group photo. What's the secret of their success? They talk to the potted plant!

13/08/93
All the skills are now done. Gary and his helpers are now in full test mode. So much in fact that it's hard to get any graphics out of him! You have to spike his seat in the morning and pin a large notice to his monitor so he'll actually do them.

The dancers are now drawn meaning I can have all the Lemmings dancing, and you can actually see them too! I had set aside two days for this, and it took me two hours. Early lunch I think!

Biscuit fixed the Fencer, and magno booter (again) while I fixed the swimmer and Nuke (again).

Demo seven: first Alpha version
Almost there! Psygnosis now go into full test mode.

25/08/93
Psygnosis' first bug report. A long list of 20 or so bugs, however there are only two I haven't fixed! Fixed some more of Garys bugs — ones he found, not ones he put in. Adam also fixed a bug in the Medal award, and we both hunted for quite some time before we tracked down a very nasty crash.



The new icon bar shows all the new skills available.

16/09/93
I've started to get the music and sound FX. The music's pretty good, though some tunes are strange. I've asked Mike 'The musical' Clark to add some echo to the Cave style, that'd be nice. The sound drives are quite good, so I've put in a Stereo effect for the Lemming sound effects. Depending where the Lemmings is in relation with the screen, the Lemmings sound will be loud and out of both speakers, or soft and out of either the left or right speaker — the Amiga version couldn't do this!

Demo eight: Beta Test Version

Date: 28/09/93
Sunsoft, who are producing *L2* in Japan, have requested some Japanese text. This'll be fun. Let's try an put in some text we don't understand and can't read!

The font they've also given us, is fairly basic, but I can't change it as a wrong pixel could change the way the message reads! How about 'Press fire to play' changing to 'The Monkey is in the Tree.' Amusing thought — but not very practical.

15/10/93
Fixed the last of the bugs from Sunsoft, and have created two master versions. Now to Modem them to Psygnosis, the files are two meg each in size! Expensive phone bill.

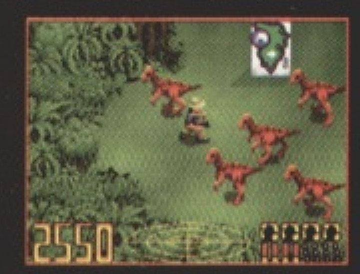
And as the last bytes of code rapidly zapped there way from Dundee to Liverpool, so Mike could look back on the end of an incredible year-and-a-half's work. There's no more he can do — his fate now rest firmly in our and your hands. All the remains for him is to sit back and wait for the critics to review his efforts. Will the game be a smash? Were all his refinements worth it? Join us next issue for a full SNES FORCE exclusive review and find out just how good *Lemmings 2* really is. ■


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Humans

Remember *Humans* on the Game Boy? Well forget everything you know. The SNES version of this classic puzzle has been completely redesigned and redrawn to create what could be *the* definitive puzzle game.

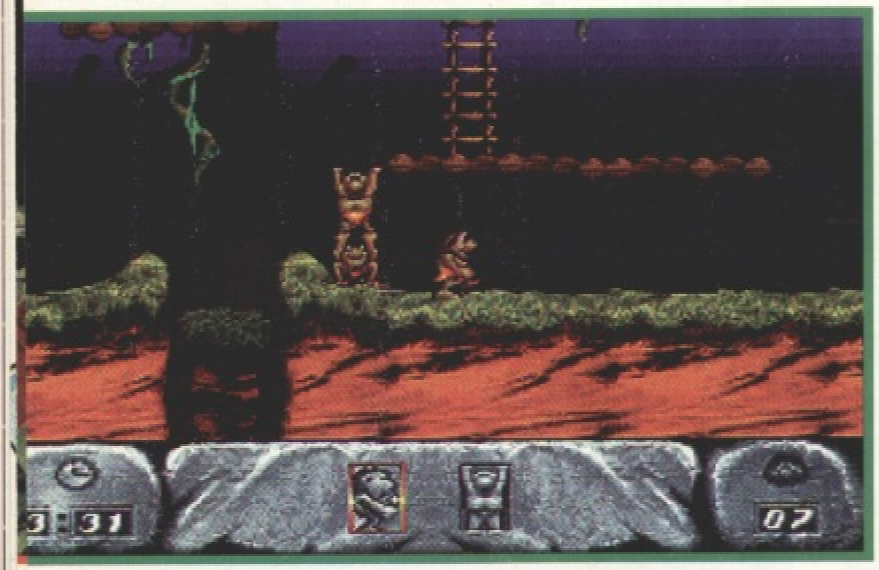
WORK IN PROGRESS

Set way back in the Stone Age, the humans are a primitive bunch of Neanderthals high on ambition but short on intelligence — put in this way, if tribes were SNES games this rabble would be the *Home Alone*. Armed with a host of good intentions the prehistoric Philistines combine their collective brain cell to struggle against the evolutionary odds and beat extinction. Survival

Packed into an eight-meg cartridge this version's graphics have been redrawn for the SNES colour pallette.

means scouring the eighty-odd levels for vital tools and weapons, while fleeing the clutches of the hordes of dinosaurs who enjoy nothing more than a tribesman or two by way of a light snack.

Cooperative skills are the key to success and the humans have developed a unique way of scaling seemingly out of reach platforms. Clambering on top of each other, they form a stack — the only trouble is getting the guy on the bottom up to the top!



The tribe of humans can stand on each other's shoulders making higher platforms reachable.

Once the rope is discovered the clueless cavemen have a way of allowing others to climb up to a platform — it's an essential tool but very well hidden.

When the action hots up the loveable layabouts need a weapon and what better than a spear. Again, it takes a thorough search to locate but is well worth the effort. Not only can it be used to fight off hostile tribes, it also doubles as a pole vault — perfect for crossing lakes, streams and other treacherous hazards.

Stone me!

If that's enough there's the chance to discover fire. This wondrous revelation allows bushes (and enemies!) to be turned to cinders — better use it carefully though, one wrong move and it's barbecue time.

Just invented in time for the game is the wheel. Once it's mastered the tribe can zoom along at break-neck speeds showing even the quickest of predators a clean pair of moccasins.

Action is viewed *Lemmings* style with full-screen level layout, mission objective showing the number of tribesmen available for the puzzle and an icon bar allowing you to toggle between the different tools and weapons discovered. Levels start slowly with the emphasis on getting players to grasp the game's concept and familiarising



Above: using the patented ladder technique the tribe manage to climb high enough to reach the spear.

Below: the bush acts as a barrier and the only way to get rid of it is to burn it down!



them with the controls. Pretty soon things hot up though with all manner of mind-bending puzzles to overcome.

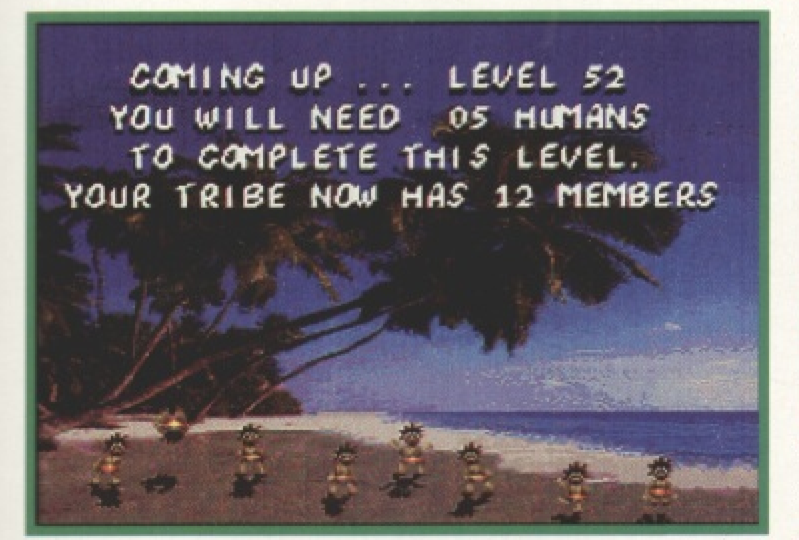
Although *Humans* has enjoyed massive success on other formats — particularly the Amiga where it was nominated for the Going Live Game Of The Year award — this is no straightforward port. The game's developers, Imagitec, poured months of effort into making this the definitive version and the early version of the cart shown to SNES FORCE certainly bears this out.

Drawing conclusions

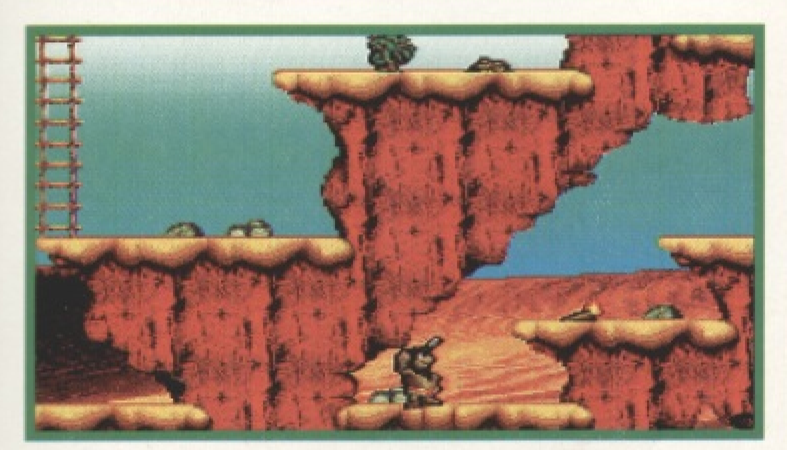
Packed into an 8-Meg cart this version's graphics have been completely redrawn to take full advantage of the huge SNES colour palette. Scenes to watch out for include streaming waterfalls, heat hazes in the desert scenes and bubbling lava pits. Each discovery is heralded with digitised animation screens and there's the obligatory use of Mode 7 scaling on the Daily Rock information screens.

Although undergoing rigourous playtesting as SNES FORCE went to press we can expect to get our hands on a finished copy of *Humans* in time for Christmas. And if you're looking for the ideal present to keep the entire family quiet over the festive season, this could well be the perfect treat.

We'll have a full review of the finished version next issue but in the meantime sit back and whet your appetite with these screenshots…



Before each level starts you're given the lowdown on the situation of the tribe.



Throwing spears onto higher levels couldn't be easier — simply set the trajectory and let rip.



That angry looking human is a member of a rival tribe and contact means instant death!



With just under three minutes to go, the strongest member of the tribe prepares to throw a rope up to the stranded leader. The yellow bar on the bottom of the screen determines the throw's strength.



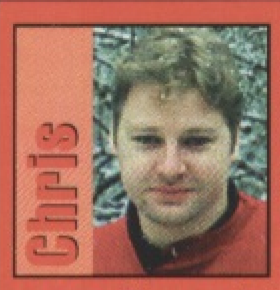
The bloke with the stupid mask is the tribe's witch doctor who proves very useful.



The tribe lines up for inspection at the start of the level — would you trust these men?

'Pulsating, prehistoric puzzler'

Chris



With the current batch of *Street Fighter II* clones around it makes a refreshing change to see an innovative puzzler on the SNES. As soon as the dreaded 'P' word rears its ugly head, games reviewers invariably make a host of unqualified comparisons with *Lemmings* and while they are both incredibly addictive and two of an elite group of games that appeal to all age groups, the comparisons end there. Not that that's a bad thing, *Humans* uses an excellent blend of tough level layouts and puzzles with a smooth and responsive joypad control system. The result is a puzzle game that feels like it's been designed for a console rather than a PC port which is unplayable without a mouse.

Graphics and backgrounds are colourful adding atmosphere and ambience to the puzzles and the digitised discovery shots and character animations add to the humorous feel. With eighty levels to explore each requiring a different blend of weapons and tools there's enough challenge for even the most sharp-witted of game fans and the inclusion of a password system reduces frustration to a minimum. Although the version I saw was only 60% complete there's every sign *Humans* on the SNES is going to be even better than the Amiga version — and that's praise indeed!





Above: choosing the right item is crucial — the useful spear is preferred to the flaming torch.

Left: the larger levels have even more tribesmen to save, making survival even tougher.

Putty Sq

WORK IN PROGRESS


Negotiating the ruined Lego-brick castle of Klud, Putty hops over a dug-in G.I. Pup and his mortar bombs.

Since our last action-packed, window-pane-holding-substance-stretching adventure, that li'l blue guy's had a change of career...

When the last of the royalties from his film rolled in and the bottom fell out of the commercial voice-over scene, Putty enrolled with the CIA to avoid moral decline. I was still stretched out on Venice Beach when he called, but I joined my elastic associate once more for nostalgia's sake. We were immediately assigned to a top secret mission in the old Putty capital from before the twenty-year war with Wizard Scatterflash. The city was left decaying and peopled by his self-motivated vegetables and Demonic Imps. The de-briefing left us blushing but forewarned of the last effort to free the red Putty POWs from 'Flash's torturers. A fellow feline named Napalm was sent in as commander (I think I remember him from kindergarten) along with plentiful rations supplies and a battalion of those gormless GI Pups.

We were the Putty Squad, our official mission to infiltrate the occupied territory and rescue MIAs.

What's rubbery and stretchy...

Napalm lost it and let the side down big-style, when he flipped his lid and pronounced himself the God of all Putty Moon's native spotted frogs, turning all nine varieties of his troops against us. Jeezus!

We were named the *Putty Squad*, our official mission to infiltrate the occupied territory and rescue those MIA. I was tooled up with a skip-load of time bombs (standard field issue, keep out of reach of children and blue balls of semtex), Putty was issued regulation common sense. According to the blurred polaroids I keep under my bed... er, the blurred advance shots the CIA had acquired, there were many useful items left in Klud. The X-Ray Spex for instance, which reveal the many hidden rooms and secret doors built into the city's architecture, Chilli to render Putty invincible, shields, green teleporter cheese, glowing phosphor and novelty Groucho Marx glasses to fool the pig-ignorant pups (Warning: may not work on Napalm, us cats are a higher life form).


Wonder who the fellow in glasses is? Putty, semtex of a thousand faces, on one of the action-packed vertically-scrolling levels. The cunning disguise kit hides him from certain enemies.

...and comes in Novelty varieties?

Back-up was promised in the shape of Agent X15, who, when summoned with the Trashcan, appears from deep undercover work as a pedal bin to guide Putty's Space Pod down from orbit. The pod was our means of travel to


The menacing bronze idols in the background distract from vital stars below the climbable platforms.

uad



Birds and dogs, and the catfood — useful for summoning Dweezil if you fancy a size nine in the ass!



Note the sleek bodywork and injection-moulded, strengthened-fibreglass screens of the all new, deluxe model Putty Pod 3.1.

Putty Moon, and can take the blue one anywhere on screen. Putty learned that if he absorbed the Nitro and became pure semtex he could not only attach bits of himself to enemies and objects, but drop bouncing bombs from the Pod.

Due to the recession, we weren't allowed any rations, but told that Napalm had plenty and we could thieve them by hitting him from behind. Always said the CIA had style.

Super Putty!

Putty was taken away for 'personal tuition', and returned with a suspiciously smug grin. He prodded me in the bread basket a few times and murmured 'They were right, it is springy. Quite bouncy, really…' before I remembered my New Year's resolution to kick him in the ass on sight. I was worried, there was a rumour goin' round the canteen that Uncle Ted was on one of the snapshots we hadn't been shown. Apparently he was next to a mixing desk, in a *Prodigy* shirt. Shivering at the thought, I reflected that at least we wouldn't be the Pups' prime target when Ted was around!

Reminiscing on the events of the 'Case of the Console Killer' as I puffed away at a CIA biro contemptatively, I wondered if the stretchy blue simpleton would, or even could, get out of this one alive… ■



After calling X15, Putty is overcome with gratitude as the Putty Pod descends from orbit to help out.



An amp, a spotted toad and a giant strip light? Weird backgrounds or what?!

'My mutha-in-lar is sooo ougly'



I was impressed with *Super Putty*, it was an unmistakably quality offering, and as for the characters… I'm rather partial to them (about a 20,000 word covermount partial). I'd never have thought of crossing it with the map locations of *Mario*, and elongating the levels so they scroll just as far vertically as before, only with around twice as much to each side. I wouldn't have thought there'd be room in one cart to fit the original gameplay along with various new types of semi-intelligent enemies, multiple CPU-controlled allies *and* scores of spellbindingly original collectables. In just a few meg? I don't understand it!

People like System 3 are the reason some software houses get a bad reputation — with new titles like *Putty Squad* knocking around, the benchmark for platform carts is constantly shifting and getting more competitive. Who's complaining?

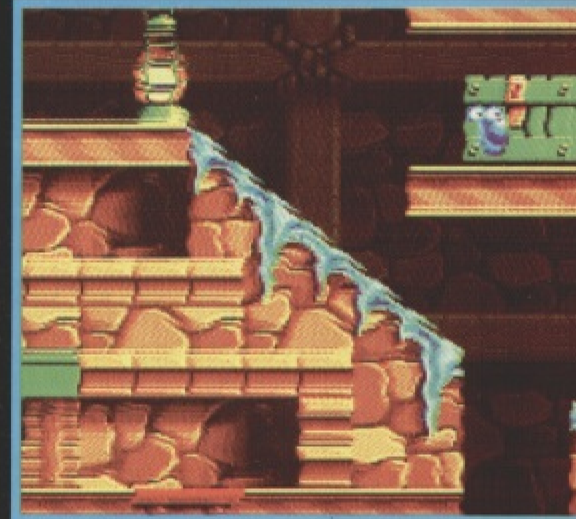
From the pre-production copies I've played, this looks very likely to scoop magazine awards left, right and centre and annoy a certain plumber to the point of insanity. Call me Mario-a-phobic, but I don't think he comes anywhere close to the *Squad*. Interactive icons, huge sprites on glorious backdrops, plenty of punch-'n'-kick-'n'-platform action, when they finish *Putty Squad* System 3'll have a serious smash hit on their hands. Remember — you heard it here first!

Dem bones, dem bones… the skeleton looks dodgy, but never fear — Agent X15's trash can is on hand for backup.

Holy Flying Dogs, it's the G.I. Pup 3rd Airborne Division — head down, keep that upper lip stiff, Putty old boy.



Hmm, I'd say Scarlet Putty in the library with the nasty spiky enemy. *Cluedo* with Playdoh — what a concept!



Cor, he's some frames of animation on him, that Putty. Here he looks shyly away.

100% ALIVE

Pick up someone else's litter

Go for a day without speaking

Learn a second language

Write to Mother Teresa

Send your mum some flowers

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Turn your radio up full blast

Strip right down to your underwear

Say a prayer every night

Get your nipple pierced

Teach a child to read

Go for a run around the block

Have a day without TV

Ring 071 700 3100 and tell London something it needs to know

Buy a book on Jeff Koons

Tune your radio to Kiss and pull the knob off

Read a page from a book by Charles Dickens

Play football in the street

Stare at the clouds for a full ten minutes

Believe in yourself

Hug someone of the same sex

Give £100 to a down and out

Buy Marvin Gaye's 'What's going on'

Eat a pineapple

Put your change into a bottle for a year and give it to charity

Make a statement

Tell someone a secret

Write the alphabet backwards

Visit Great Ormond Street Hospital

Order an empty skip and leave it outside your house for a week

Begin something you've always wanted to begin

Meet an old friend you haven't seen for years

Go to the market and spend 10p

Learn something new every day

Talk to a child about the future

Make a record

Help someone today

Throw away your watch

Think purple

Dance the dance electric

Wear a wig

Laugh

Wallpaper the inside of your car

Plant a tree

Make everyone at work a cup of tea

Take a picture of your back

Go on holiday and don't take any luggage

Phone someone you love

Take a friend to the zoo

The Super League

The moment of truth finally arrives with the Christmas standings in the SNES FORCE Super League. If you're looking for a New Year bargain, here are our favourites...



ARCADE

Title	Score %	Issue
1. Ghouls 'n Ghosts ● Capcom	89	-
2. Sunset Riders ● Konami	89	6
3. Castlevania IV ● Konami	88	-
4. Super Pang ● Capcom	86	-
5. Lawnmower Man ● Storm	85	8
6. Joe and Mac 2 ● Elite	86	-
7. Chuck Rock ● Sony	80	-
8. Super Bomberman ● Sony	81	2
9. Taz-Mania ● T•HQ	86	1
10. Super Adv. Island ● Hudson Soft	84	-

ADVENTURE

Title	Score %	Issue
1. Legend of Zelda ● Nintendo	93	-
2. Flashback ● Sony	92	8
3. Shadowrun ● Laser Beam	92	2
4. Mystical Ninja ● Konami	92	8
5. Young Merlin ● Virgin	92	8
6. Jurassic Park ● Ocean	92	5
7. Out of this World ● Interplay	84	-
8. Actraiser ● Enix	83	-
9. Equinox ● Sony	84	6
10. Might and Magic II ● Elite	84	6

BEAT-'EM-UP

Title	Score %	Issue
1. SF II Turbo ● Capcom	96	2
2. SF II ● Capcom	92	-
3. Tourn. Fighters ● Konami	90	8
4. Mortal Kombat ● Acclaim	89	3
5. Ranma 1/2 ● Ocean	84	7
6. Batman Returns ● Konami	82	-
7. Final Fight ● Capcom	79	-
8. Rushing Beat Run ● Jaleco	74	-
9. Super Double Drag. ● Tradewest	70	-
10. Turtles IV ● Konami	75	-

PLATFORM

Title	Score %	Issue
1. Mario All-Stars ● Nintendo	92	4
2. Super Mario World ● Nintendo	95	-
3. Cool Spot ● Virgin	90	7
4. Mickey's Magic Que. ● Capcom	91	-
5. Mr Nutz ● Ocean	90	5
6. Tiny Toons ● Konami	87	-
7. The Addams Family ● Ocean	88	-
8. First Samurai ● Kemco	85	4
9. Prince of Persia ● Konami	89	-
10. Super Putty ● System 3	87	6

PUZZLE

Title	Score %	Issue
1. Lost Vikings ● Interplay	91	1
2. Lemmings ● Sunsoft	90	-
3. Goof Troop ● Capcom	88	6
4. Super Tetris ● BPS	85	-
5. Krusty's Funhouse ● Acclaim	82	-
6. Yoshi's Cookies ● Nintendo	79	4
7. Pushover ● Ocean	78	-
8. Q-Bert ● NTVIC	64	-
9. Troddlers ● Storm	65	3
10. Spin Dizzy ● ASCII	82	-

SHOOT-'EM-UP

Title	Score %	Issue
1. Super Empire ● JVC	95	7
2. Alien 3 ● Acclaim	92	1
3. Super Star Wars ● JVC	92	-
4. Parodius ● Konami	87	-
5. Super Turrican ● Vic Tokai	83	8
6. Cybernator ● Konami	89	-
7. Super Probotector ● Konami	92	-
8. Zombies ● Konami	90	6
9. B.O.B. ● EA	86	1
10. Pop 'n' Twinbee ● Konami	80	2

SPORTS

Title	Score %	Issue
1. Super Mario Kart ● Nintendo	90	-
2. Sensible Soccer ● Interplay	94	8
3. Rock 'N' Roll Racing ● Tecmo	90	6
4. Super NBA ● Tecmo	88	-
5. John Madden '93 ● EA	90	-
6. Super Tennis ● Nintendo	88	-
7. Striker ● Elite	82	2
8. Top Gear ● Kemco	88	-
9. Extra Innings ● Sony	87	-
10. Exhaust Heat II ● Seat	84	-

STRATEGY

Title	Score %	Issue
1. Desert Fighter ● System 3	92	8
2. PilotWings ● Nintendo	91	-
3. Desert Strike ● EA	87	-
4. Mega lo Mania ● Imagineer	87	6
5. Sim City ● Nintendo	84	-
6. Player Manager ● Anco	86	4
7. Populous ● Anco	81	-
8. Super Strike Eagle ● Microprose	79	1
9. Mech Warrior ● Activision	79	-
10. Wing Commander 2 ● Mindscape	84	-

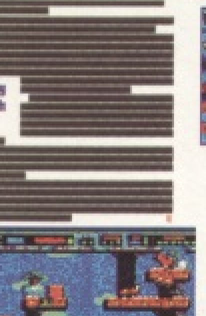
A league of their own...

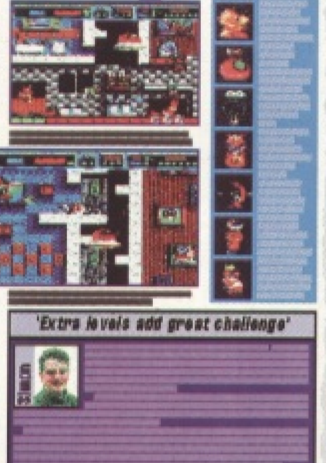
Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

Welcome to Issue Eight and a Happy New Year to you all. This month we've got 40 packed pages of official reviews just gagging for your attention...









Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed.

What the makers say
A chance for the people who produced the game to do a short sell to you.

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a 'first impression' session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fares, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impressions have been completed. The first day score achieved is a good indication of how difficult a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

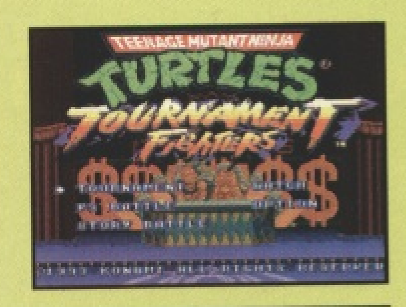
If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full



Beat-'em-up

Producer....Konami
Supplier....Konami

Price....TBA
Status....Official UK release

Players....1-2
Lives....N/A
Continues....1-5
Extras....Speed settings,

What the makers say...

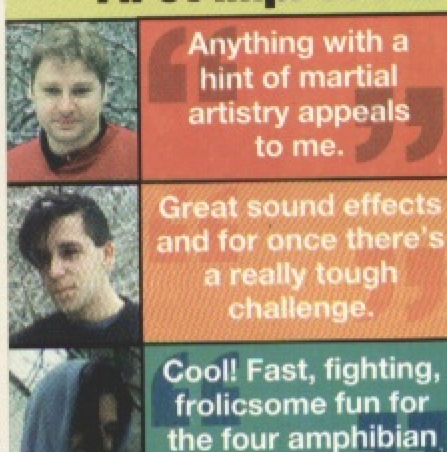
The world is a stage for a different kind of fighting contest... Tournament Fighters — a new generation of beat-'em-ups.
■ Konmai

Controls



Green button	Normal punch
Yellow button	Normal kick
Blue button	Fierce punch
Red button	Fierce kick
L	Nothing
R	Nothing

First impression



"Anything with a hint of martial artistry appeals to me."

"Great sound effects and for once there's a really tough challenge."

"Cool! Fast, fighting, frolicsome fun for the four amphibian heroes."

First day score

Simon level 3

FINISHED

Teenage Mutant Ninja Tournament Fighters



Deep beneath the city streets lie twisting sewer labyrinths. City residents never gave a thought to the underground routes, the rotting smell, the darkness, the vermin — until now...

The disease-condemned sewer tunnels are home to the Teenage Mutant Ninja Turtles, a group of reptilian martial artists mocked by society. With an unquenchable appetite for pizza, the ability to shout street cred slang with absolutely no shame and full combat training they're a unique crime-fighting team.

When word reaches the turtles that a fighting tournament is being held, the half-shell heroes — eager to show they're not amphibians to be taken lightly, stage their own contest to find their representative in the forthcoming championship.

But their private battle is interrupted by an arrow, note attached, which flies into the room. The message informs the foursome that their mentor, Splinter and reporter friend April O'Neil have been captured by the vicious Karai, who the turtles know little about. Two options face the turtles. They can either forget their scratty sensei and the niggling April and fulfil their dreams and get lots of money by competing in the Channel 6 tournament or do the honourable thing and rescue the hapless duo. A tough choice — which do they do?

Each has a range of special moves although the ultimate attack moves are more fun!

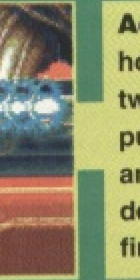
Select 'Story' to control either Leonardo, Raphael, Donatello or Michaelangelo through a series of three round, one-on-one fights in an attempt to free your chums. The renowned evil entrepreneur Shredder has established his own crack crime unit the Elite Squad, and all of the mutants in this division must be faced including your own turtle mimic.

Tournament has you brawling for superstardom on a major league television show fighting characters that, strangely enough, are also encountered in Story. ▶



Armaggon

Armaggon: eight feet of mutant shark who likes nothing more than kicking turtle butt! The best tactic is to fight him from a distance with ariel attacks.



Aqua Shock: hold back for two seconds, push toward and [X] for this devastating fireball.





Tsunami (Ultimate-Attack): when the green bar's full press [X] and [A] together to summon a huge water wave.

Fin Slice: To execute this powerful Dragon Punch-type manoeuvre hold down for two seconds, push up and [A].

Turtles

ent


Aska

Aska: the only female contender but don't let this fool you — she has some of the best attacks in the game. Her agility and speed make her a great character for beginners.



Spinning uppercut: move the pad from forward to down and down/forward plus punch for this attack.



Bum Bash: pushing [X] while standing close to the opponent results in this hilarious but deadly butt thrust attack. What a great move!

Spin Attack: move the pad from the down position to toward and press [A] for this spiral attack.



Whirlwind Attack (Ultimate Attack): pressing [X] and [A] together sends a huge whirlwind toward the opponent.

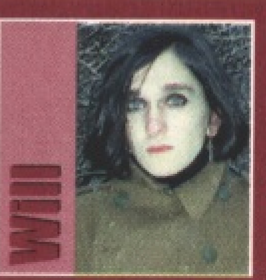

Chrome Dome

Chrome Dome: a 200lbs mechanical warrior, he has great range to his attacks and is a tough droid to beat!



Chrome Bomb (Ultimate-Attack): press [X] and [A] together when the green bar is full and he turns into a giant bomb sending opponents reeling.

Chrome Spark: move the pad from down to toward the enemy and press [X] for this excellent *Fatal Fury*-style projectile attack. Use it wisely or it's easily dodged.



Electric piledriver: push up then down quickly and press [Y] and [B] together — a shockingly powerful special move.



'Turbo with death moves?'

Will

Oh, too late, too late! If only Konami had got their act together a little earlier and released this before *Turbo* came out, they'd certainly have a number one bestseller on their hands.

The moves are almost identical to the beat-'em-ups already out on SNES in execution and effect, sort of a cross between *Tuff E Nuff* and *Street Fighter II*. The controls are responsive enough, and action fast enough to carry it off. The sprites are superbly drawn and beautifully animated right down to the flickering shadows and wisps of smoke, everything about *Tournament Fighter* screams quality. The only thing stopping this dropping everyone's jaw to floor level is we've all already seen *Street Fighter II Turbo*, where there are two more characters, the graphics have been polished to such a standard that they easily equal if not surpass *TF*'s, and the moves upgraded through years of constant play and evaluation.

Even so, this cart has a few arguments to actually elevate it *above Turbo*, like the Ultimate Attack moves — similar to the *MK* death moves but done so much better as you keep one eye on the meter, waiting for the second you're able to execute them.

Plus there's as much challenge here as in any beat-'em-up anywhere, again similar to *SFII* but with different strategies making this a whole new ball game.

There's the argument that this is a blatant plagiarism from previous games, but it's so good you have to give it the benefit of the doubt — if just for the originality of the new fighters. Tension, anticipation, lightning-fast combos, spectacular moves — *TMNT Tournament Fighters* has got the lot. It's a crying shame for Konami that *Turbo* got there first.

91%


It's turtle vs. turtle and Mike gets the upper hand as his powerful sweep takes his opponent off his feet.



Mike uses his excellent jumping attack to counter Raph's potentially deadly cartwheel move.

If two turtle fans want to fight each other there's Vs. Battle in which any two of ten mutants are picked for a one-on-one fight to the last. These ten characters appear in both Tournament and Story, though Vs. doesn't feature the rabid Rat King and the elusive Karai.

Teenage kicks

Each combatant possesses special moves along with the standard normal/fierce kick and punch functions. Special moves are triggered via joypad button combinations, though special moves aren't as entertaining as the Ultimate Attack Move. During Tournament and Vs. Battle each person has two gauges. The first is the regular damage indicator, depleting with each hit, and the second is the power up bar for the Ultimate Attack. This bar increases as you hit your opponent. When it's full, the Ultimate Attack can be used which usually finishes off the opposition once and for all. The beauty of this move is that it's a great way for deterring cowardly gamers who block all the time — even if an aggressor's attack is defended their Ultimate gauge goes up, therefore the enemy has to stop blocking and fight or feel the effects of an immense finishing move.

Turtle-necks

The ten characters in Vs. Battle are a weird bunch to say the least. Each of the four turtles can be selected along with the Elite Squad. There's Wingnut, an alien bat hybrid with a wicked Sonic Boom-esque finisher. Don't be deceived by Aska's looks — she's a female ninja with a deadly curvaceous body. War is a huge, barbaric monster from the underworld, and Armaggon is a fishy character who's far from wet. Finally there's Chrome Dome, Shredder's robotic friend, and Shredder himself who, in this instance, is referred to as Cyber-Shredder.

Fights are the best of three rounds and there are several game-altering configurations. There's a handicap option, difficulty levels, a variable time limit or a game-speed choice, ranging from normal- to high-speed settings. And if you've never been one for a bit of rough and tumble there's the cowardly Watch option — sit back and view a computer-controlled fist-fest instead.

Whether you prefer to save your friends or fight for the honour of top turtle, *Tournament Fighters* has even the most ardent of pacifists begging for a game. Nick your mum's green eyeshadow, pull the head off a broom for a pugil stick and tie a hankie around your eyes (don't forget the eyeholes) — the battle of the century is on...



Leo

Leonardo: the leader of the turtles and an good all-round fighter. His sharp roto cutter is particularly deadly!



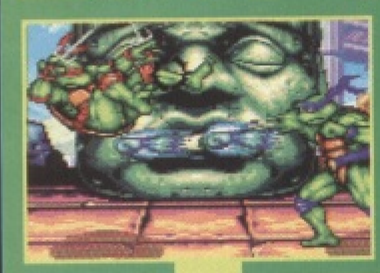
Shining Cutter: move the down position toward the enemy and press [X].



Endless Screw: move the joypad down, down and back, back and press [X].



Roto Cutter: move the pad toward, down to down/forward together with [X].



Mad Spectre: press [X] and [A] together and Leo fires sonic waves, beating opponents to the floor.



Dynamite Bomber: hold back for two secs and push forward and [X].

Dragon Breath: move the pad in a half circle toward the enemy.



Mike

Mike: he's the cool one, and a pretty good all round fighter — his Dragon Breath is a great defence but makes him a bit of a flop with April.



Rising Thunder: hold down for two secs, push [UP] and [X] for this Dragon Punch.





Dance of Fury (Ultimate Attack): hold down [X] and [A] when the green bar is full.



Don

Donatello: one of the best characters for beginners to take because his powerful range of special moves and attacks are simple but effective.

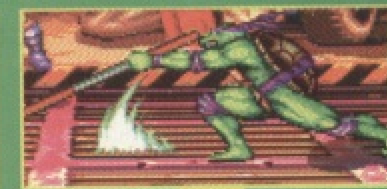
Headspin: move the pad down, down/back and back and press [A].



Bo Thrust: repeatedly press [X] and Don thrusts his Bo madly at the enemy.

Dragon Wave (Ultimate Attack): press [X] and [A] for a Dragon Spirit.





Ground Claw: move from down to down/forward to forward and press [X].

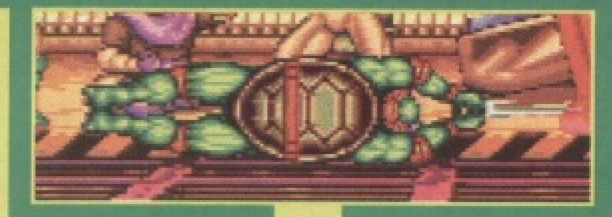


Chrome Dome prepares to hit Mike with a chrome spark but the turtle's ready and replies with a counter attack.



Raph

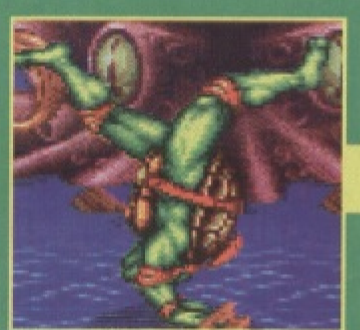
Raphael: the loner of the turtles, he prefers to meditate rather than party. This dedication and attitude makes him a great fighter.



Power Drill: hold back for two seconds, push toward and [X] and Raph flies toward the enemy in a deadly drill.



Jamboree: move the pad in a quarter-circle toward the enemy and press [X] for this powerful projectile attack.



Chest Buster: hold back for two seconds, push toward and [A] for this quick and deadly move.



Energy Spray (Ultimate Attack): when the green bar is full press [X] and [A] together for a barrage of energy balls.



The final showdown is between Mike and Karai — the Channel Six helicopter flies along filming during the fight.



Aska is in her own country and on the defensive as one of the 'famous four' attacks her for all he's worth.



Shredder

Cyber Shredder: the arch enemy of the turtles and all-round bad guy — Shredder has loads of moves.



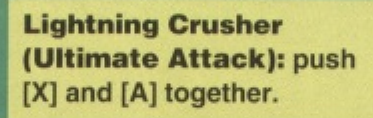
Aura Crusher: hold back for two seconds, push toward and [X] for an uppercut.



Aura Shield: [Y] and [B] at the same time for a deflective barrier to rebound attacks.

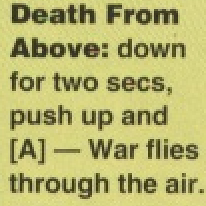


Knee Crush: hold back for two seconds, press toward and [A] for this jumping knee.



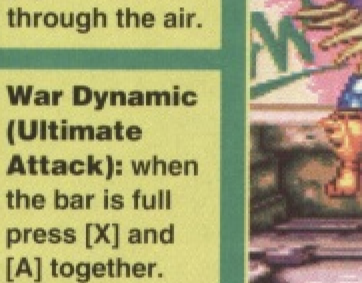


Lightning Crusher (Ultimate Attack): push [X] and [A] together.



War

War: eight feet of mutant muscle and his only goal is to bring pain and destruction to all the competitors. Don't let his appearance put you off, he's a bit of a softie really.





Death From Above: down for two secs, push up and [A] — War flies through the air.

War Dynamic (Ultimate Attack): when the bar is full press [X] and [A] together.



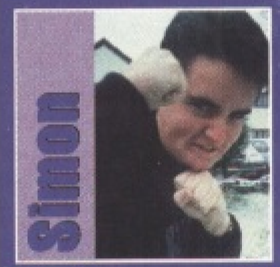


Turning Uppercut: back for two seconds, push toward and [X] for this devastating Balrog-style punch.



In this bonus level the object is to destroy every safe before the timer runs out — sound familiar?

'Turtle power!'



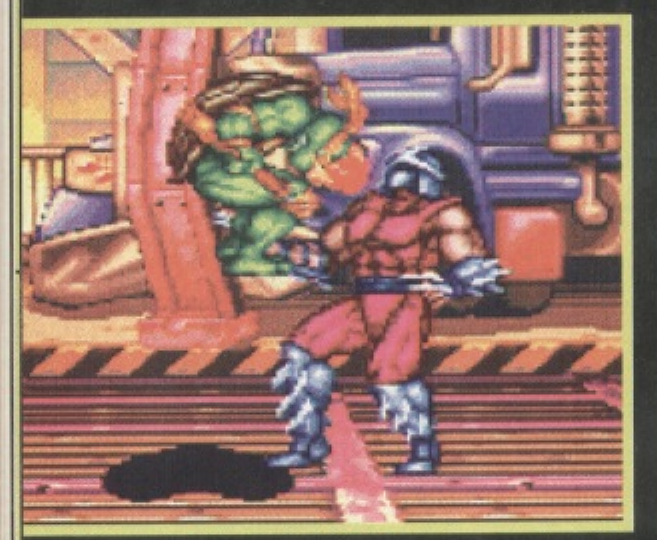
They're back! Just when I thought I'd seen the last of those terribly un-hip turtles, they return! Much as I hate the 'heroes in a half shell', *T.M.N.T. Tournament Fighters* is one excellent game.

The graphics are a joy to watch, the large and well-drawn sprites are great and the backgrounds are equally amazing, each having its own style. Animation is also very good, particularly when you knock up the speed of play. Add the amazing cut screens between each bout in Tournament or Story mode and you've got a visually excellent game. Sound is equally as impressive, with a variety of tunes accompanying each background and excellent spot effects that really help to bring atmosphere to the action. The thing which stands out most is the huge amount of options and game set-ups. There are various one-player games and an excellent two-player battle, plus variable speeds of play and even a special finishing move!

Tournament Fighters isn't perfect. One thing I found frustrating is the computer opponent's lack of consistency or tactics. In one round you can have a really close fight decided by one kick, then on the next round the computer kicks the crap out of you before you can say 'Fight'!

Don't let this tiny problem put you off what is — excluding the *Street Fighter II* games — the best beat 'em up on the SNES. It has great Neo Geo-style graphics, pounding sound effects and is great fun to play. Just think, you get a chance to beat up those repellent turtles — in my book, that's worth £40 alone!

91%



Mike uses his dynamite bomber move to catch Cyber Shredder flat footed. Can he follow it up in time?



The two remaining turtles battle it out from the right to fight the next challenger. Use the throw as it does up to twenty-five percent damage!



Wingnut

Wingnut: this beast is one weird mutant but at 6 feet and 300lbs who's gonna tell him? He's tough to control though.



Dive Bomb: while in mid air press [X] and Wingnut dive bombs his opponent.

Moonbuster: in mid-air, press down to toward the enemy and hold [X].





Hovering: more of a move than an attack. Push left or right and [Y] and [B] during a jump.



Millennium Wave (Ultimate Attack): when the bar is full, go to the pub down the road, or press [X] and [A] for this move.

Final analysis



"*Street Fighter*'s little brother. A superb fighting game that *is* actually tough. I love it."



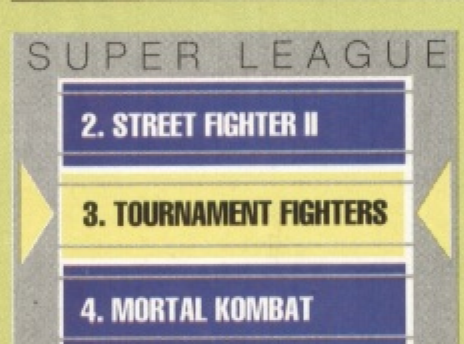
Fun to play and all the options mean you'll be playing for ages, one of the best beat-'em-up's on the SNES!

"Excellent. A lasting challenge and a must for beat-'em-up fans and Turtles addicts alike."

Final day score

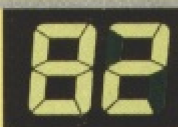
Simon — Level 5

FINISHED



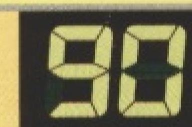
This was another decision that went to a close vote. *Tournament Fighters* sadly lost out to *SFII* but beats *MK* in challenge and playability.

Sound



The same painful thwacks and grunts of supreme effort we've come to expect from Konami.

Graphics



Faultless animation on pixel-perfect sprites leaping over gorgeous parallax backdrops.

Playability



Nothing new, but it's been changed enough to make you re-learn combos with these new moves.

Lastability



Tough to master when you've got honed SFII instincts, and even then it's not as easy as Turbo.

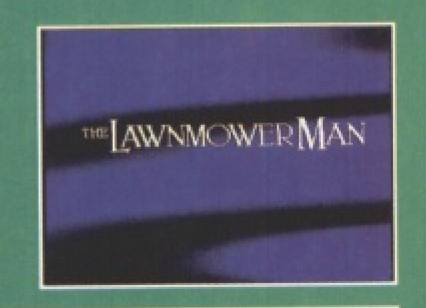
Force factor

A tough, slick beat-'em-up. It's just a shame its release is in the shadow of SFII. Well worth a buy.





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Arcade

Producer.....Storm
Supplier.....Storm

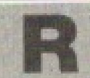
Price.....£44.99
Status.....Official UK release

Players.....2 (simultaneous)
Lives.....3
Continues.....2
Extras.....None

What the makers say...

An original concept incorporating a multitude of gamestyles. If you don't put this on your Christmas list you're as crazy as Jobe!
■Storm

Controls

	Fire
	Jump/ missiles
	Cont. jump/ missiles
	Charge fire
	Charge fire
R	Charge fire

First impression


The VR sections look great, the 'real life' sections are a bit weak.


That VR is corking! Hang on, who put *Lethal Weapon* into the platform bits?


Where did this C64 game come from? Hang on a sec — the VR is brilliant!

First day score

Simon Level 3

0000194576

The Lawnmo



Don't you just wish you could get away from it all? To enter a world free of problems? If you think alternative worlds are harmless, think again...



In the Real World sections explore every nook and blast every cranny — a shiny collection of CDs could have gone unseen!

Virtual Reality has already swept the nation and amazed all who've clamped on a hi-tech helmet. The revolutionary new software system creates virtual worlds, computer generated images which the player interacts with. Although the latest VR craze is combat arcade games the system is used for projects deemed more serious. Medical practitioners have benefited from VR along with rookie pilots using it for flight training. But could the technology prove lethal in the wrong hands? Well horror of horrors! It already has...

Dr Lawrence Angelo is a scientist — a good one. Progressing from a box of meccano and a set of simple experiments from an Argos catalogue, Lawrence worked on virtual reality projects funded by government organisation The Shop. The government group isn't interested in VR being used for entertainment or to help medical practices but are testing the possibilities of its strategic importance — its importance in war.

Spending all of his time in the Virtual Reality world, Jobe intends to escape via the telephone lines and seep into all communication networks.

Lawrence's research led to developing the mind of a chimpanzee to the point where the apes could play games and solve complicated puzzles. Then, The Shop took the chimp away and developed its mind further so it could fight in the battlefield where normal soldiers couldn't.



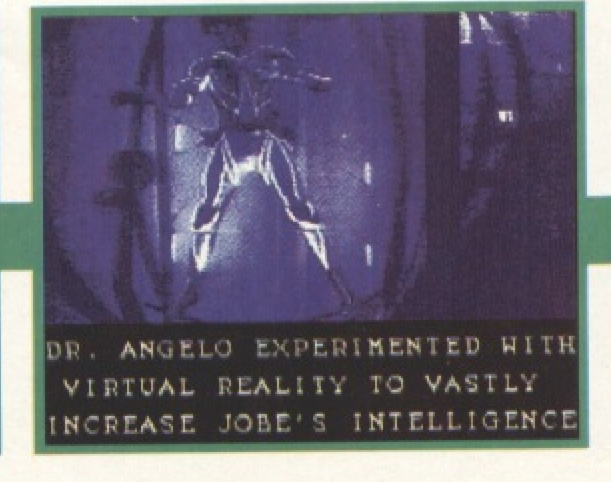
Once used to the dizzying momentum, the aim of this VR section is gliding past the pillars and under the bridges.

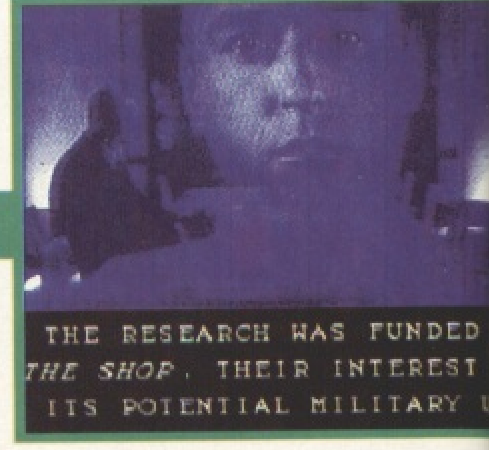
Your ass is grass...

Dr Angelo's latest project involves Jobe, an adult with the mind of a child. After a period of time, the Virtual Reality experiments improve Jobe's brain activity by 400%, at which point The Shop takes an interest and before long Jobe is transformed into a military machine.

But now, even the government cannot stop Jobe's intelligence from expanding and this unfolds into a serious threat to all mankind. Spending all of his time in the Virtual Reality world, Jobe intends to escape via the telephone lines and seep into all communication networks and ultimately take over every computer world-wide.

Dr Angelo feels responsible, for he introduced the seemingly harmless garden assistant (hence ▶





wer Man





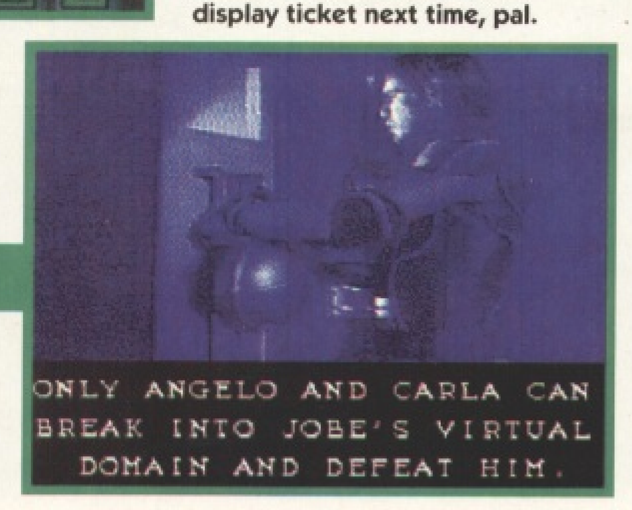
A confrontation with Jobe. Shoot him and fly into the distant hexagons — when all the shapes are hit, Jobe's history.



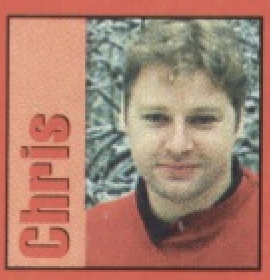
In the mind-blowing Cyberspace tunnels, shoot the cluster patterns before they inflict virtual pain.







'The choice of a new generation'



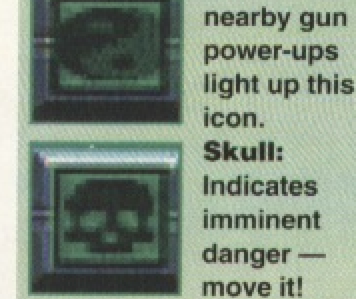
The Lawnmower Man represents a watershed in the evolution of SNES games and the first step toward home VR on our beloved console. Watching the demo, you'd be forgiven for thinking this was a CD game. All the hallmarks are there — the lavish intro sequence packed with dazzling digitised movie stills, the stunning Enigma-style soundtrack suspending disbelief and transporting your senses to a new dimension and, of course, the smooth and oh so fast VR levels. The combination of these factors is an incredible sensory voyage of discovery leading the SNES to new heights in interactive entertainment — it's as if you're actually *in* the movie.

Granted, it's easy for critics to find weaknesses in the game. Many CD games around at the moment (*Microcosm* springs to mind) fall into the trap of first class presentation, sound and graphics protecting what is essentially a tarted up C64 or old Atari game — *Lawnmower* almost falls down this troubled path but its variety of gamestyles help keep the player hooked.

Okay, the platform shoot-'em-up levels of the real worlds are weak (you can certainly see where all the memory went!) but the sheer impressiveness of the nine virtual worlds more than make up for this. Sure they're not exactly the most original of sub games but the graphic style is so new — and they're playable! —you've got to be impressed.

Cynics may criticise this but those with imagination and vision will see this as heralding a new era of home VR interactive games. For refusing the temptation to rush a 'safe' movie licence and instead take a risk, I salute all at Storm. Well done!

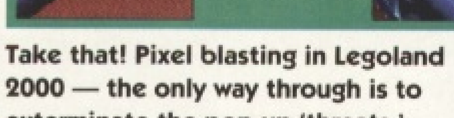
85%

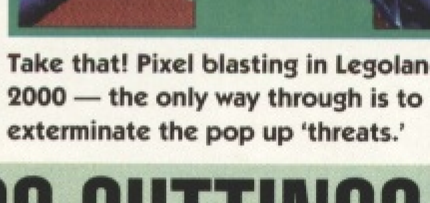


Above: swimming pool markers in Cyberspace? If you stray out of the lines you lose vital energy.

Left: a perfect answer for highway congestion. If you drive a van you get shot! Better buy that pay-and-display ticket next time, pal.



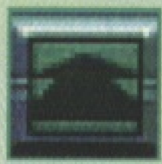




Take that! Pixel blasting in Legoland 2000 — the only way through is to exterminate the pop up 'threats.'

GRASS CUTTINGS

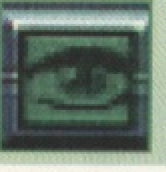
***TLM* is full of clues when danger is approaching. Look for these icons on the platform levels.**



Yin Yang: nearby gun power-ups light up this icon.

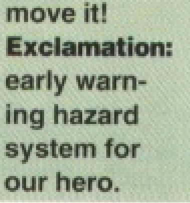


Skull: Indicates imminent danger — move it!

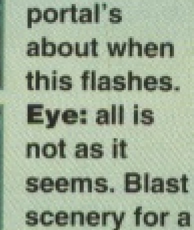


Exclamation: early warning hazard system for our hero.

Arrow: Shows the direction that should be taken.



Cyberzone: a VR level portal's about when this flashes.



Eye: all is not as it seems. Blast scenery for a few suprises.

the name Lawnmower Man) to VR in the first place. With his close friend Carla, Lawrence decides to break into the VSI Complex (home of The Shop) penetrate the system and stop Jobe and his generated world.

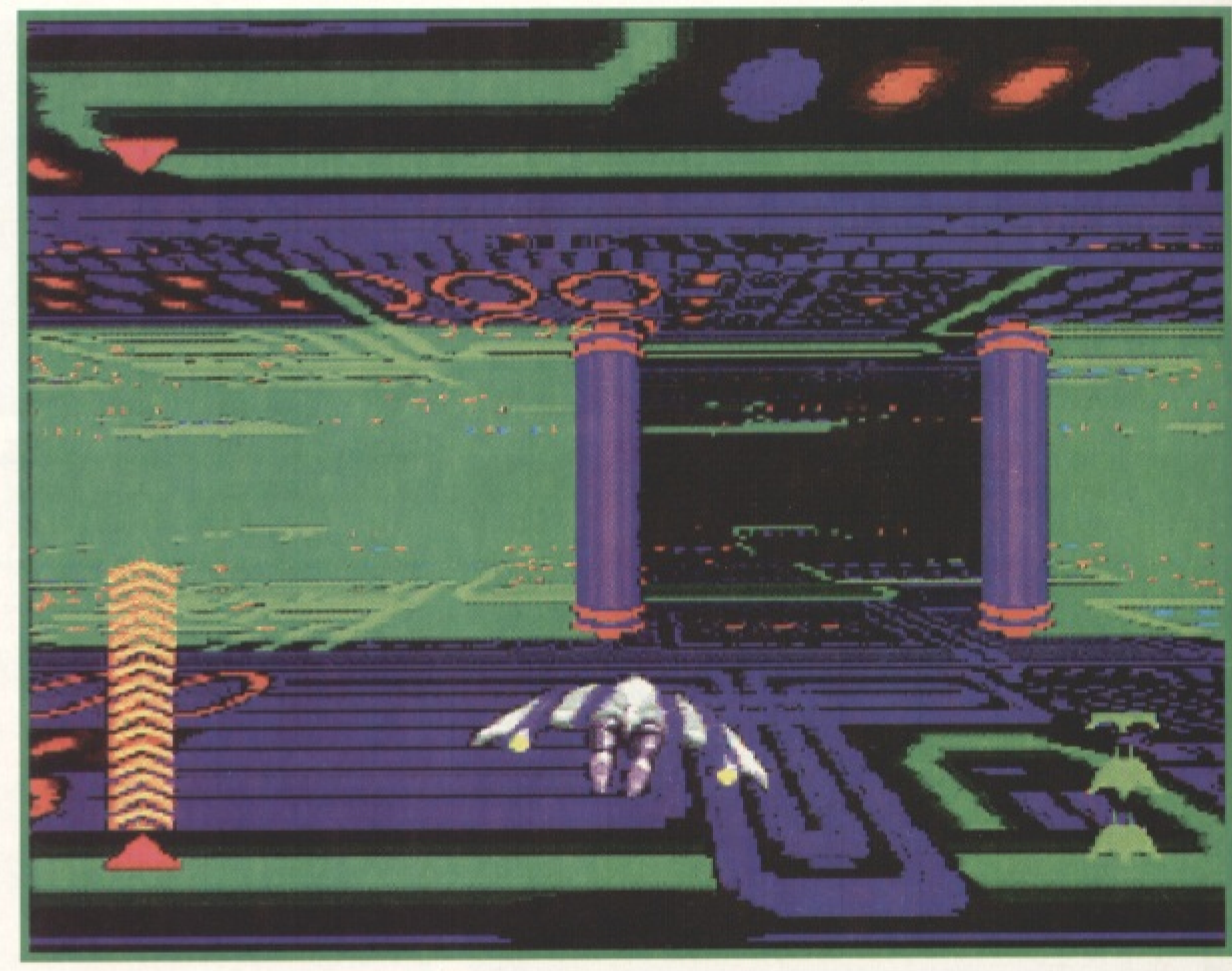
The game begins at Dr Angelo's house with the brave duo heading right, negotiating platforms, moving vehicles and shooting obstacles like cyber guards and even cyber chimpanzees. Cyber suits are collected to reduce the impact of enemy fire and CDs can be picked up for points (would you turn down a free music collection?).

... and he's the lawnmower.

The platform stages take place in the real world but at the end of each portals to the Virtual Reality world have to be completed for Lawrence and Carla to continue. During the VR sections the viewpoint changes to a first-person perspective and range from simplistic flying exercises in the VR landscape to demanding battles with cyber chimps.

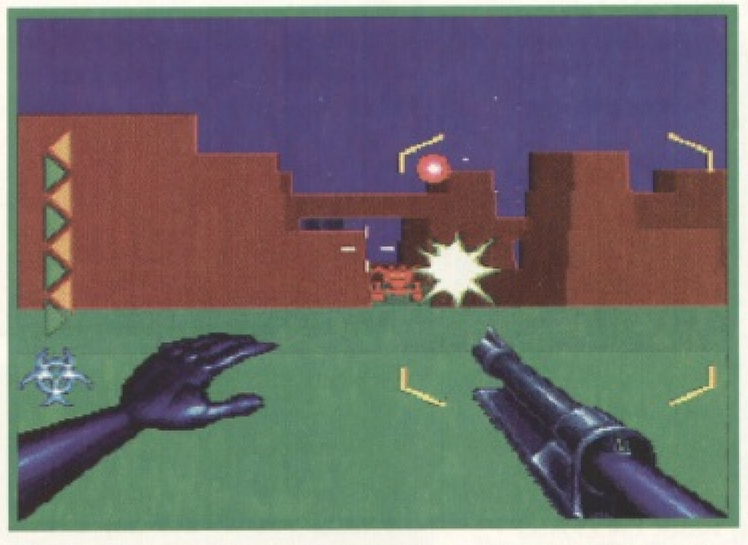
Later levels are devoted to conflicts in the cyber-scape, one notable stage being the cyber tube. Here the player is catapulted through the bowels of the system at a screaming pace, with pylons, electricity rings and a ruthless causeway to avoid. Tricky manoeuvres and precise aiming is the only way to escape alive. Two can play simultaneously on the platform levels and even in some of the visually stunning shoot-'em-up sections. One of the most impressive is level five's virtual race where Dr Angelo and Carla each ride a fast car or motorcycle. The Shop security guards drive behind trying their utmost to barge them both off the highway. To help the underdogs are collectable missiles providing a neat explosive add-on to the vehicles.

The final confrontation is with Jobe, or is it? The further you progress the more aware you become of the name the Doomplayer. Could he be responsible for the VR nightmare or is he just a twist to give this review an element of suspense...?



Is it just us or does that look like a narrowing gap? You have two options, and screaming isn't one of them. Either get through the gap quickly or get through the gap quickly — make your choice.





Above: Though computer graphics are accurate, they're no match for a good old-fashioned rifle.

Left: Return of the mathematical shapes in the hostile Cyber Run. It's a chameleon's worst nightmare.

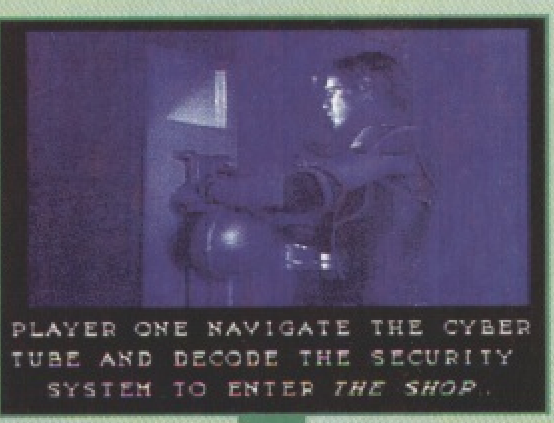


In this real world level Carla blasts the oncoming vehicle. It takes a long time to destroy but rewards the player with bonuses when it blows up!

THE REAL DEAL

Five different VR styles feature in *Lawnmower Man*. From the very start you're catapulted into conditions which redefine the term frenzied.







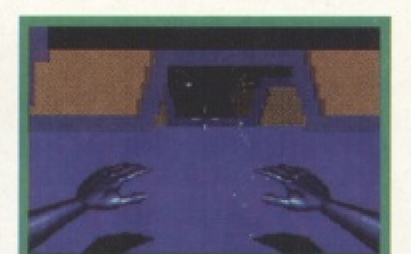




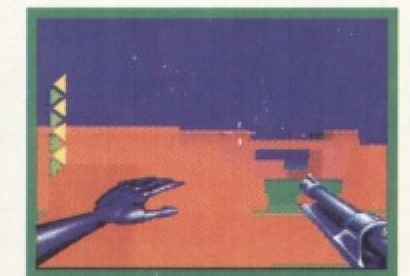




Why, it's Anneka Rice back in her traditional role as intrepid treasure hunter. The helicopter is used to span a fallen bridge.

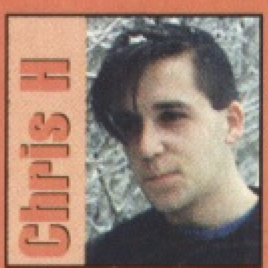


Everything's fine until a monstrous bridge looms. One hit and it's all over for Lawrence.



In this VR section dodge the obstacles then blast the enemies.

'Wot no FX chip?'



I'm permanently stuck in Virtual Reality. The game I'm playing isn't bad but it could do with a bit more excitement. I play the role of this video games reviewer in a warped office. Together with some strange looking humans I write down my opinion on current game releases. Level Two has me on my way home, which is a bit tedious as I'm unable to afford a car stereo so I have to put up with playing 'get overtaken by other vehicles'. Level Three is when I arrive home and is a strange mixture of events but oh so very real. Then for some inexplicable reason I start back on Level One having to repeat the entire game. I'll get this lunchbox off my head one day.

Still, if it's simulating the latest techno fad *The Lawnmower Man* has a long way to go before emulating the system of that used in the movie — but it has a damn good try.

The graphics during the platform stages have their own diverse uniqueness — kind of symmetrical and very neat — a change from the over-coloured cute clutter of late.

The VR levels is where the game comes into it a different perspective. Breath-takingly fast, you'd be forgiven for thinking this included a *Starwing* special FX chip. But it doesn't and it doesn't need one! During the Cyber tube and Cyber run levels, the screen flows as smooth as milk with perfect momentum. Incredibly fast and teeming with psychedelic obstacles.

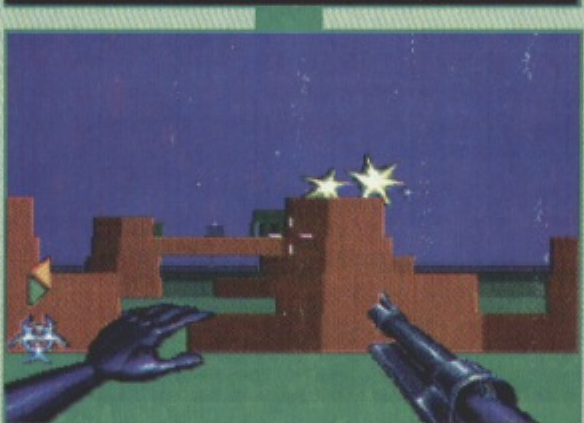
It's unusual for a game of contrasting styles make it big but those in *Lawnmower* are good enough to be released as individual products. A solid two-player platformer, frantic side-on racer and a remarkable into-the-screen blaster.

It's not VR but it is VG.











Final analysis



"An above average game and the first of a new type of VR SNES game. Can't wait for *Lawnmower Man 2*!."



"The VR simulation is damned impressive, but the platform levels are hardly wonderful. A valiant effort."



"Despite the nasty Real World sections, the virtual stages are excellent. Make sure you see this game."

Final day score

Simon — Level 5

232675

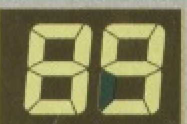
SUPER LEAGUE

4. Super Pang
5. The Lawnmower Man
6. Joe & Mac 2

ARCADE

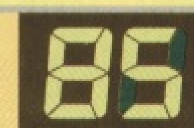
Astounding as the VR sections are, *TLM* can't compete with classics like *Sunset Riders*, though it enters at a respectable five.

Sound



Moody melodies and scintillating synth stabs bind brilliantly together for a top bunch of effects.

Graphics



The platform levels are a mix of old and fresh ideas and the Cyber zones are quite bewildering.

Playability 80

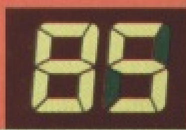
You'll play for ages purely out of intrigue. Unfortunately it gets tough very quickly.

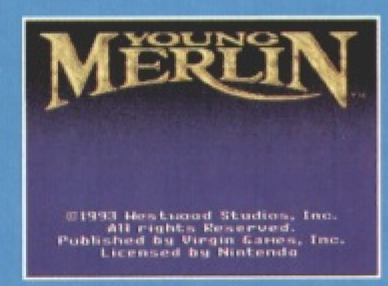
Lastability 79

A real challenge for seasoned players who'll appreciate the later, better levels.

Force factor

Graphically fresh with some new ideas and though it's hard two players will be struck down in awe.





Adventure

Producer...*Westwood Studios*
Supplier...*Virgin*

Price...*TBA*
Status...*Official UK release*

Players...*1*
Lives...*Status bar*
Continues...*Infinite*
Extras...*Passwords*

What the makers say...

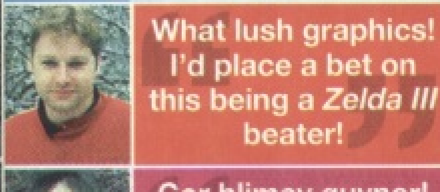
The main contender to Zelda's throne, with '94 graphics and technology combining to make a truly superb game.
■ Woody (all rise!) Virgin games

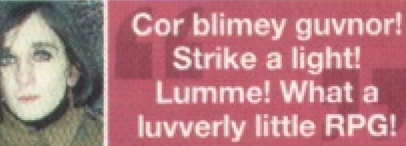
Controls

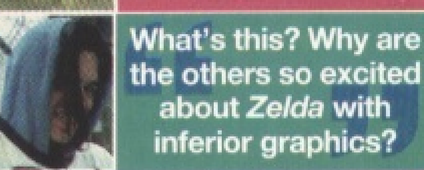


Green	Change inventory
Yellow	Change inventory
Blue	Change weapon
Red	Use weapon
L	Use equipment
R	Nothing

First impression


What lush graphics! I'd place a bet on this being a *Zelda III* beater!


Cor blimey guvnor! Strike a light! Lumme! What a luvverly little RPG!


What's this? Why are the others so excited about *Zelda* with inferior graphics?

First day score

Simon Mine cart stage

LEVEL 3

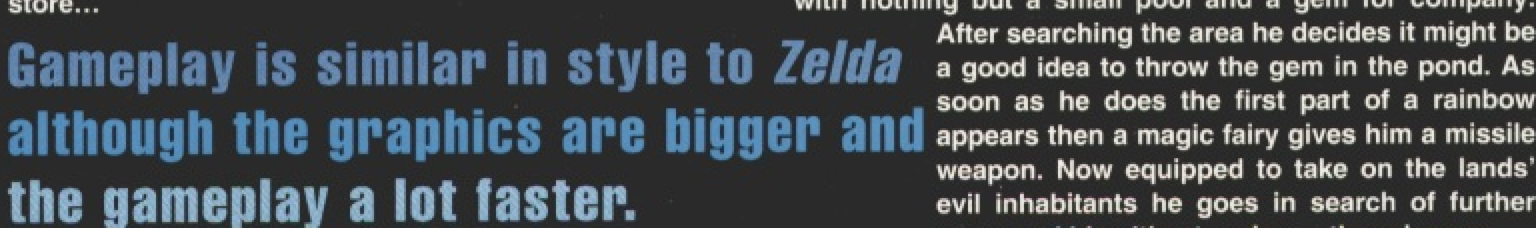
Young

SNES FORCE **Smash!**

With *Zelda* almost a distant memory, the SNES is crying out for a top class adventure game. Could it be our prayers have just been answered?


The babe is captured in a crystal bubble and captured by the little goblins — looks like a job for Young Merlin!

Way back in ancient times, when Robin Hood was just a ladder in his father's tights, there lived a noble, youthful adventurer named Young Merlin. Brought up to respect traditional values of honour, justice and lincoln lycra, the pimple-ridden adolescent spent his spare time dreaming of the days when he would ride a white charger, defeat mighty dragons and rescue scores of damsels in distress. Little did he know what fate had in store...



Gameplay is similar in style to *Zelda* although the graphics are bigger and the gameplay a lot faster.

One summer's day, as Merlin paced aimlessly along the road to Pinedale, he heard a scream. Looking to the river he saw a beautiful young princess drowning. Without a moment's hesitation, he plunged into the swirling depths but before had chance to reach the bedraggled babe the current pulled him under. Then all went black — cue quaint music, mode seven scrolling and cut to cute adventure game...

On awaking, Merlin finds himself in a strange world with nothing but a small pool and a gem for company. After searching the area he decides it might be a good idea to throw the gem in the pond. As soon as he does the first part of a rainbow appears then a magic fairy gives him a missile weapon. Now equipped to take on the lands' evil inhabitants he goes in search of further gems and his ultimate prize — the princess.

This is the backdrop for *Young Merlin* a remarkable adventure from Virgin and Westwood Studios, a combination renowned for previous successes in this genre (*Lands of Lore* and *Fables and Fiends* to name a couple) on other formats. ▶


Merlin explores the goblin's castle and has to work out loads of fiendish puzzles — like how to get past those blocks.


This giant pig is the first real guardian found in the game, keep attacking him with gold stars for success!



MERLIN'S MEANIES

Throughout his adventure Merlin is chased by a barrage of enemies. Watch out for this lot...



The first boss Merlin faces is this gaint pig. Stun him with the magic powder then blast.



Small goblins can only be killed with the bubbles.

Viking-like demons are in the kingdom's old mine network. They throw axes so take care.



Mushrooms are found all over Rainbow World. Kill 'em quickly!

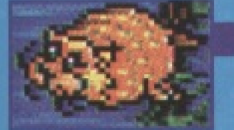
This large skeleton is one of the bigger enemies, and takes a barrage of shots to kill.



These mutant bushes are found lurking in the maze.



The hammerhead shark inhabits the underwater section and can't be killed. Keep well away!



Although scary, the catfish simply leaves YM dizzy for a few seconds.



The dogfish is found wherever there are catfish.



Found underwater, this beauty soon turns nasty.



Avoid the red ants. They take lots of energy off you.

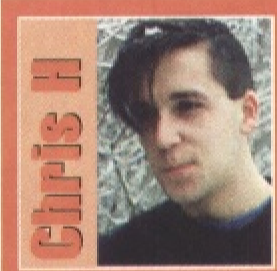


This is the entrance to the goblin castle. Find a way of putting out that fire if you want to get in!



Success! He's found the wheel needed to fix the mine cart. All he's got to do now is find the cart...

'The colour of magic'



There used to be an American series called Mr. Merlin. It was about this eccentric Grandad who taught this kid (Zak if my memory recalls) a few magic tricks and there was always a traditional imposing moral at the end. Mr. Merlin was played by that bloke famed for being old. In *Our House* he was old. In *Cocoon* he was really old. But fortunately, this Merlin is — young! No more dodgy camera tricks or worries that the leading star may fall dead!

Instead this is a lavish RPG with crisp graphics similar to that from CDi. But its powerful graphical presence is not only what *Young Merlin* has up its its spectacular sleeves. Personally, I was impressed by the humour. Burbling speech, the actions the small pig creatures carry out and Merlin's girlfriend's father — a protective peer and a half!

Due to the vastness of the land trudging around can get a bit irksome especially when so many connected puzzles branch so far apart. You collect something from the mine, head to the waterfall to learn you have to go back into the mine and so on. The gameplay leads you by the hand in a sense but unhelpfully deserts you at times with little information and a daunting landscape. The 'Meanwhile' interval sheds light on such perplexities but aimless wandering is far too frequent. However this quirk goes unnoticed after a few explorations — you become so involved with the land lore everything else is plain trivial with the Merlin tasks being of utmost importance. What do you mean my house is burning down? Oh never mind that, let's just kill that dragon. See what I mean?

92%



These are magic flowers. As each one grows, Young Merlin gains a vital weapon.



When he's underwater, the only way to replenish his air supply is kissing a passing mermaid.

The gameplay is similar in style to the legendary *Legend of Zelda* though the graphics are bigger and brighter and the gameplay a lot faster.

The game's early stages are linear, meaning initial tasks such as finding gems and throwing them in the pool need to be competed in order. Should you be stuck for ideas, a thought bubble appears above Merlin's head with a clue. These early scenes act as a tutorial giving a chance to get to grips with the game style before plunging headlong into the heavy-duty quests.

Level best

Both weapons and collectables are found around the levels. These can be selected via an inventory screen or by cycling through them on screen with the [L] and [R] levers. Collectables such as magic dust for stunning enemies and flasks, which can be filled with life-replenishing waters, are activated using [Y]. When attacked, pressing [B] fires the selected weapon. The further you get in the game the stronger the weapon available — in the beginning you've got the only the bog-standard blaster for protection but later there are such delights as lightning bolts and freezing spells to look forward to.

The overall aim is to find the seven gems needed to fill the rainbow pool. The search for these brings about a number of mini-quests which, in turn, may reveal the whereabouts of gems. Again, these start off relatively easy but quickly get tougher.

In the woods you're challenged to rescue a dove's kidnapped reflection by overcoming a gang of mini goblins. From then on you're called upon to perform all kinds of tasks including finding a wheel in order to make a skateboard, hunting down a goldfish for the babbling wizard and scouring the undergrowth for flowers — sounds weird and believe us, it is!

Have a heart

Along the way there are plenty of enemies to overcome. The smaller ones can often be killed with a couple of blasts but the tougher bosses need a special weapon or combination of magic item and weapon to see them off. Although a tough task, there's a good incentive for taking on the countless baddies — hearts! Life span is measured via a number of filled hearts. Empty hearts are found cunningly stowed throughout levels and are filled either by drinking magic water or the traditional enemy killing. Combat is not a crucial part of the game though and for the most part can easily be avoided.

Rather than a stalk-and-slash type adventure, the emphasis in *Young Merlin* is clearly on puzzle solving. Beside the various mini quests, there are a variety of *Zelda/Goof Troop*-style block-rearranging mysteries to ponder over. Manoeuvring a number of blocks onto pressure pads invariably springs a trap door, leading to further tests of brain and brawn. Gameplay becomes less linear as it progresses, though passwords are given after every major stage. And you're going to need all the help you can get because although the emphasis is clearly on fun it's definitely not a task to be taken lightly. So, if this world's getting you down, why not take a journey into a land of mohekian pigs, mutant spiders and giant fire-breathing dragons? We can't guarantee your safety but if you like games as much as we do, you'll definitely have a great time...



Young Merlin places the rock on the conveyer belt and waits for the machine to do its thing — will it be good or bad?

AN ICON FOR EVERY OCCASION

When Young Merlin begins his adventure he's completely unarmed, though during the course of his quest he picks up many items. Here's a complete inventory...



Magic Dust: stuns enemies, making them easier to kill.

Balloon: used to inflate Merlin so he can reach high ledges.

Silver Star: faster and more powerful than the gold stars.

Magic Bottle: fill with magic water and save for later use.

Bubble: use underwater to allow YM to breathe.

Bubble Blower: ideal for getting rid of a groups of goblins.



Comb: invaluable in Rainbow World. It makes hostile enemies love him.

Magic Warp: if lost, this takes YM back to the last restart point.



Magic Flower: plant these by a magic tree stump for a useful item.

Gold Stars: first weapon YM gets. Powerful although slow.



Lamp: collect this before entering the mine. Without it, YM's in the dark!

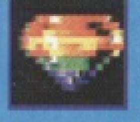
Lightning Magic: the most powerful magic spell.



Fire Torch: a slow but powerful weapon killing most enemies.



Magical Mirror: gives a mirror image fooling most enemies.

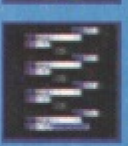


Rainbow gems: throw into the pond for a lovely surprise.



Egg Timer: stops time and freezes enemies for a short period.

Freeze Magic: Useful for beating guardians such as the spider.



Spring: use to jump large gaps. Crucial later in the game.



Above: this huge red dragon blocks the path in the Rainbow world. Killing him is simple — when you know how!



Right: Young Merlin gets instructions from the fairy. In return for a small favour he receives an extra heart!



This huge spider is one of the tougher bosses in the game and killing him requires skilful use of two special weapons — the mirror and the freeze magic.

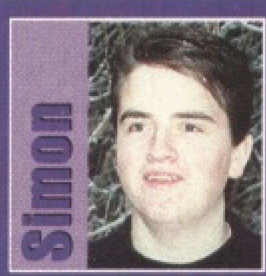


In this animation sequence, the goblin challenges Merlin to cross his territorial line.



Aargh! The huge maze is a daunting challenge — keep an eye out for secret passages!

'A magical experience'



Westwood Associates have finally bought their programming excellence to the SNES and I'm damned glad. An Amiga owner in a past life, I had the pleasure of playing two other Westwood games — the *Eye of the Beholder* series — and enjoyed both. This outing lives up to their Amiga reputation.

Graphically, *Young Merlin* is amazing, the excellently-drawn characters move around the playing area with unbelievable fluidity. One thing you can't help noticing is the vibrant and extensive use of colour which is of a quality rarely seen even in SNES games. It features some of the best shading effects and colour schemes you'll ever lay eyes on — it looks as if it should be on a PC! Sound is equally cool, with amazing spot effects — the giggling of the little demons is particularly good. The accompanying musical scores are also great and add to the 'laid back' atmosphere.

So why, you may ask, isn't *Young Merlin* a 99% game? The problem is difficulty. Because the game is so visually amazing and playable, you just don't want to stop, and because it's a relatively small game all to soon you're fighting the end-of-game boss and you've clocked it within a week at the most. The other small problem is the control method which seems a bit fiddly in the heat of battle. Despite this, *Young Merlin* is excellent, particularly suitable for the younger SNES owner. It's one of the best games I've played this month — get it today, you won't be disappointed!

91%



After a chat with Merlin the younger version now knows his next task — find a goldfish. Strange man…



The queen fairy pops up at crucial stages of Young Merlin's quest giving him an extremely useful password.



The Rainbow World is full of dangers, none more frightening than the man-eating plants — steer clear!



The gateway to the Rainbow World is finally open. Young Merlin can now embark on the final stage of his quest.

Final analysis



"The sprites are full of character and the humour dismisses the boring myth of most RPG's."



"A cracker! Chock full of groovy puzzles and sexy mermaids, *YM* is corking."

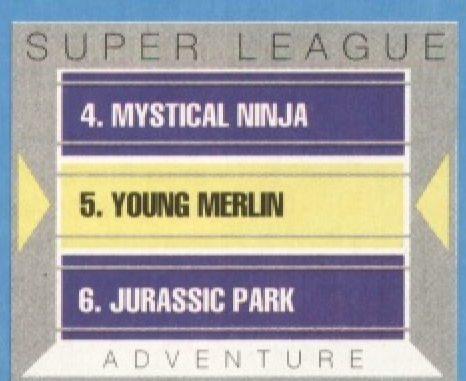


"Beats *Zelda* with a big stick, the puzzles and graphics are similar but this is less sickly."

Final day score

Simon — Completed

FINISHED

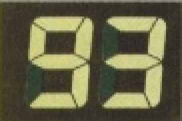


In one of the toughest categories, *YM* earns a respectable top five place. Unfortunately, limited lastability prevents a higher placing.

Sound 93

Clear, crisp samples have you in stitches and the tranquil music is not in the least bit irritating.

Graphics 91



Colours to drown out Joseph's coat. The sprites and landscapes are full of detail.

Playability 90

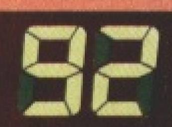
No one can resist a nose around new grounds and Young Merlin has you rooting about for hours.

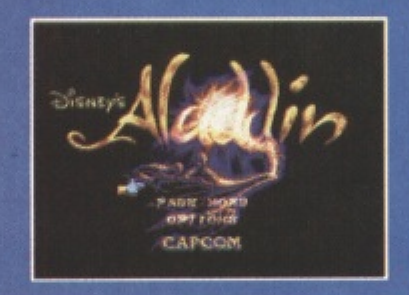
Lastability 92

With tricky puzzles and a new surprise around each corner it's certainly a brain teaser.

Force factor 92

RPG's are few and far between but when one as good as this arrives the lengthy wait is insignificant.





Platform

Producer.......Capcom
Supplier.......Nintendo

Price.......£49.99
Status......Official UK Release

Players.......1
Lives.......3
Continues.......3
Extras.......Password System

What the makers say...

Jump onto your own Magic Carpet and fly into the Wonderful World of mesmerising action and fantasy!
■ Capcom.

Controls



(green)	Run
(yellow)	Jump
(purple)	Nothing
(red)	Throw Apple
L	Nothing
R	Glide

First impression



Groovacious! Gorgeous graphics and it's so easy to pick up!



Graphics look less authentic-cartoony than the MD game, but still cool.



Looks absolutely great, I just hope it plays as good as it looks!

First day score

Simon Completed

FINISHED

Aladdi

Capcom's MegaDrive sensation finally bursts onto the SNES — how will everyone's favourite Christmas panto fare?

Everyone knows who Aladdin is, if not from the hyped 'biggest-selling-ever' Disney film then from decades of greasepaint-smeared minor celebrities dressing up as the opposite sex and reenacting his story in pantomime each yuletide. Still, you'll need a reminder if only of the names, for this is the official Disney, Widow Twanky-less version.

Aladdin ekes out a meagre existence on the streets of Agrabah, living in back alleys with his constant companion, loyal Abu the monkey. They steal what they can from the marketplace, concerned only with surviving until tomorrow. Elsewhere in the city, wealthy but greedy nobleman Jafar is obsessed with furthering his personal fortune and increasing his power by uncovering the fabled magic lamp which is said to rest in the hidden Cave of Wonders. After searching long and hard, he found the two halves of the golden scarab and took them to the exact spot in the desert where the cave was said to be. A rite was performed and the cavemouth rose from the sand, a giant tiger's head, and proceeded to swallow Jafar's companion whole as a warning that 'only one who is worthy may enter. One whose rags hide a heart of gold. A diamond in the rough.'

And so Jafar makes finding this diamond his new quest, spurred on by greed.

The willful waif has learnt how to use shop awnings as trampolines, and when jumping grabs onto anything solid.

Struggling to survive on the streets has taught Aladdin many tricks, the frequent dashes for safety from city guards or merchants have made him fast and agile. His main method of defence is to lob collectable apples at an enemy, which stun them so he can jump on their heads, knocking them to the ground. No violence here, this is Disney *and* Nintendo, remember.

A lad in trouble

The willful waif has also learnt how to use shop awnings as trampolines, and when jumping grabs onto anything solid (stalactites, platforms, wooden posts) nearby and swings off it, *Prince Of Persia*-style. Health is displayed as a meter of hearts, beginning with four, in the top left of the screen, next to lives or 'chances left'. Each level is a graphic delight requiring you to hop platforms and stun enemies to reach the exit, collecting as many Emeralds as possible on the way. Emeralds work as life bonuses when you collect 100 and earn a 1Up. Abu is constantly present, scuttling around after the main sprite like a grinning, mini Tails and occasionally helping out by pointing the way at confusing junctions.

The magic carpet collectable enables our urchin hero to glide when airborne by holding the [R] button. Other useful icons are usually instantly visible, but some are discovered by knocking over clay jars or bouncing on treasure chests to open the lid. Ammunition apples are acquired this way, as is bread for one health heart, roast chicken for full energy, hearts for extra health points and magic lamps for extra lives.

Jafar? No thanks, I just ate.

The first level is the city marketplace, where Aladdin and Abu must dodge furious merchants and palace guards, steal their daily bread and escape past the wooden arrow exit marker. Between this stage and the next, after the swordsman guardian, the valiant vagrant befriends a girl called Jasmine. He then gets conned by Jafar and winds up in ▶



Aladdin escapes the palace guards by using a washing line and rug as a death slide.

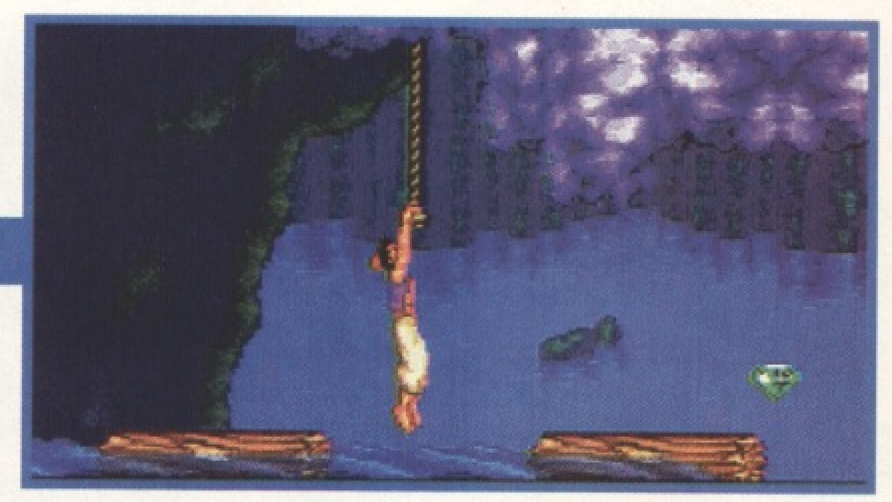


In the pyramid Aladdin is desperately searching for Abu — the waterfall of sand sure makes things tough!





The way forward for Aladdin seems blocked and time is running out — the rope looks useful though!



Jumping onto the rope activates a counter balance and raises the stone block, the way is finally clear.

ARABIAN KNIGHTS

The streets of Agrabah are filled with nasty characters. Watch out for this evil bunch...



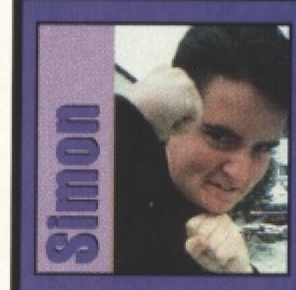
Archer: very dangerous because he fires arrows at you. The best tactic is to duck under them.

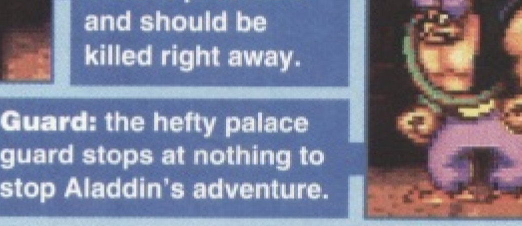


Sand Bat: found in the pyramid, these appear in droves.



Flying Pot: this strange creature causes problems and should be killed right away.





Guard: the hefty palace guard stops at nothing to stop Aladdin's adventure.

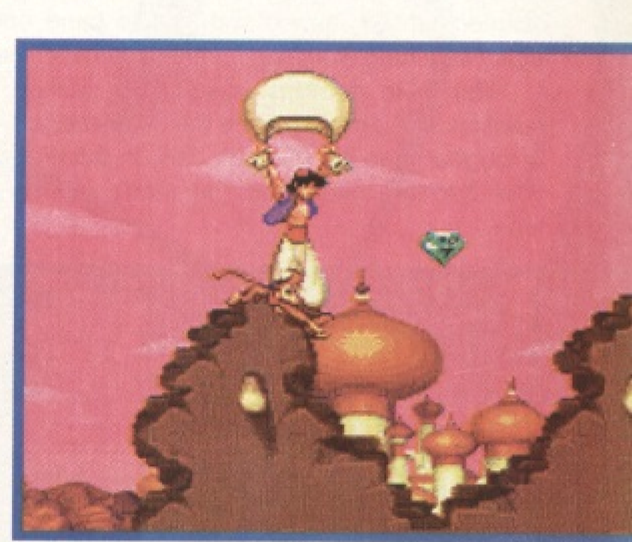
Snake in pot: tricky to avoid because they're constantly moving.



Sword Fighter: throws a volley of swords which are very tough to avoid.



Aladdin is now inside the magical lamp and searching for his way out — be careful, it's a long way down!



The rug is excellent for collecting those hard-to-reach gems, be careful though.

'Great looking, why so easy?'

Simon

After the excellent Mega Drive version of *Aladdin* hopes were running high that Capcom could deliver an equally good SNES version. Unfortunately, Capcom have made exactly the same mistake Sega did — looks amazing but it's far to easy to complete.

The first thing you notice is the animation and how *good* it is. Aladdin runs and jumps around the scenery with amazing fluidity, there are superb *Prince of Persia*-style sequences where Aladdin pulls himself onto a higher platform. Backgrounds all make great use of the SNES colour pallette and shading abilities, and parallax scrolling is used on most levels to give them a true feeling of depth. Sound is excellent with a number of Disney songs included, as well as the great echo effect in the Cave of Wonderment section. Other spot effects aren't quite as good but do their job and don't let the overall standard slip.

Aladdin has one huge problem — the difficulty level. It's one of the easiest SNES games I've ever played. Most people in the office completed it within a few hours, including some who, by their own admission, aren't too good at platformers.

This type of game is extremely frustrating to review because graphically and sonically it deserves a high percentage but the stupidly easy difficulty level means that it struggles to get above 65%. Lovers of the *Aladdin* cartoon may get something out of the game simply because of the high-quality graphics, but if you're looking for a challenging platformer then I have to advise you to look elsewhere.

78%





Above: Aladdin and Abu ride the magic carpet out of the Caves of Wonderment, watch out for the wave of gold.

Left: swinging on these bars allows Aladdin to kill enemies and reach higher platforms.



The bonus stage is excellent for gaining extra lives, or even credits. Only thing is, there's no skill involved.



Hang on Al! The fire rises and Aladdin is still hanging around. Get moving!

the Cave of Wonders for level two, where firepits and wicked spikes precede deadly cliffs and a white-water log ride on the way to the lamp.

They succeed, and the angered cave does all it can to stop the pixellated pair as they flee for their lives over level three and its magic carpet ride. After accidentally discovering the genie, Aladdin is invited into an enchanted world inside the lamp for level four. Leaping around the clouds and engraved platforms he must avoid the disappearing ledges and beat the Genie's deadly magic.

The bewildered boy finds himself the victim of Abu's curiosity when lost on level five in the desert, and makes for the shelter of a pyramid. Here he has to rescue Abu by finding the pet before the bloodthirsty graverobbers do, jumping through a fast-flowing avalanche of sand. Jafar's palace is the location for the final stage, the aim being to save Princess Jasmine from a terrible fate and all live happily ever after. In your way is the evil dictator himself, armed with magic cape and staff, and then *again* as a malicious egg-vomiting serpent, master of fire.

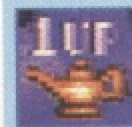
What with demons, magic and wicked old men, not to mention dole problems and the cold weather, life on the streets is tougher than we thought. Pull on those winkle-pickers, pack your sun-tan lotion and get ready for the adventure of all time...



Aladdin demonstrates some of the excellent animation used in the game — nice vault Al! Ever though of a career as a gymnast?

JUICY JAFARS

No platformer is complete without bonus items and *Aladdin* has plenty...



Lamp: this icon gives Aladdin another life — very useful but scarce.



Apple: found in the streets, these can be thrown to stun certain enemies.



Bread: restores one heart of Al's life meter, usually found in chests.



Chicken: restores Aladdin's entire life meter — few and far between though.

Magic Brooch: collect this and Al's transported to the end-of-level bonus.

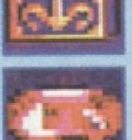


Yellow Gem: collect 100 of these and receive an extra life.



Vase: usually have apples or bread in, so every one should be checked

Chest: open these treasure chests for a valuable mystery bonus.



Red Gem: very mysterious — they affect the games ending...



Rug: allows Aladdin to float, making collecting gems much easier.

'Arabian Light (weight)



Life must be tough for Capcom, after the phenomenon of *Street Fighter II* and subsequent rise in status from Software House to neo-religious organisation, everyone's expectations for each new game are rather high.

They got away with the inspired but short *Goof Troop* by making it clear that it was aimed at younger players, but I don't feel so forgiving about this. No wonder they wouldn't send out any review copies, *Aladdin* is very easy to suss within minutes. It's all very professionally done, well up to Capcom's usual standard in graphics and sound requirements, but I was most annoyed at the ommital of several features from the Sega version, such as Aladdin's sword. The animation isn't quite as breath-taking as when seen on MD, although that could well be because we expect more of a SNES, but this is still visually top notch.

However, play for an hour or so and you've got the hang of the control method and started to compensate for the unresponsive controls. The animation's great, but when the main sprite is involved in a sequence (ie changing direction and sliding) you can't execute another command, such as a jump. This happens in a split second, but still results in a frustrating gap between some moves which is costly on lives.

Then you get used to this and compensate accordingly, and then it's only a matter of time (about two hours for most people) before you've reached the final battle, and it's not far to go from there. Jotting down new passwords effectively grants infinite continues, knocking down the challenge to virtually nothing. A familiar bonus game, uninspired Mode 7 touches and immaculate presentation can't save this platformer, which is still very good by most other companies' standards, but way too easy.

60%

Final analysis



"A brilliant, bright and bold platformer, just too darned easy — needs alot more levels!"



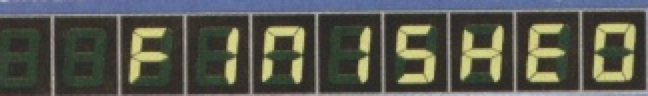
"Looks great, plays great, then you finish it in a day and the £50 price, it grates. It's too easy."

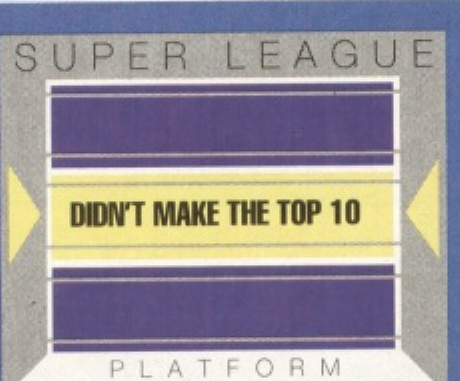


"Great fun — you play for a while... and then finish it! Needs a stronger challenge."

Final day score

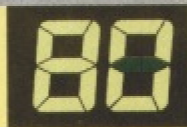
Simon — Still completed





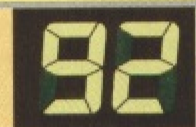
While it's great fun and a treat to watch, *Aladdin* just can't compete with the cream of the platform crop. Bummer.

Sound



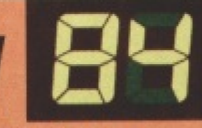
Perky tunes lifted direct from the film, very Disney, not very Arabian, but damn good.

Graphics



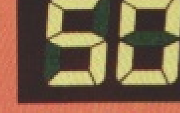
Shaded as opposed to Disney-esque, lovely sprites and near-faultless animation caress your retinas.

Playability



Fun and easy to pick up, let down only by lack of variety and sluggish responses.

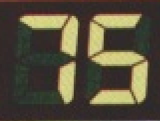
Lastability



Everyone who played it reached advanced levels on their first go, and it's no trouble to finish.

Force factor

Potentially crackin' platformer, what a shame they couldn't have put some decent challenge in there.



Free blow-up Dolls!



To win these fantastic prizes courtesy of Caroline and the rest of the gang at Sony, simply answer the four questions below, making sure to include your name, address, age and telephone number. Good luck!

How nice do you think the people at Sony Imagesoft are? Do you know just how benevolent these folks really are? Apart from bringing you some utterly storming SNES games over the last few months (*Super Bomberman, Chuck Rock, Skyblazer, Flashback, Sensible Soccer*...), they've decided they love their consumers *so much* that they've just gotta show it.

Not only are they 30 *Chuck Rock* pin badges nice, they're five genuine *Chuck Rock* SNES carts lovely, plus fifteen Sony Imagesoft T-shirts generous. Not content with that, they also strive to show how fifteen *Bomberman* T-Shirts and a matching number of *Bomberman* plush dolls gorgeous they can be. Such merchandising, such selfless self-promotion!

And don't forget us, we could've kept the freebies for ourselves, but instead we're offering them in the following bundles.

- Five Grand Prize winners get a *Chuck Rock* cart, a *Bomberman* shirt and plush doll *and* a Sony T-Shirt!
- 10 Wonder-winners get the *Bomberman* and Sony T-Shirts, plus the lovable stuffed toy!
- 30 Runners-up shall recieve *Chuck Rock* Le-Pins!

And all we ask, nay, demand of you, is you correctly answer the questions on the right and send the completed coupon to 'Blow-up' Doll Compo', SNES FORCE, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. As long as your entry arrives by the 31st January, you're in with a chance to get bombed in the New Year!

1) *Bomberman* started off on which of the following?
a) The Amiga.
b) The Mega-Drive.
c) Pampers.

2) Which of the following are dolls *not* used for (as far as we know)?
a) Simulating high-speed car crashes.
b) Filling high-ranking government positions.
c) Cheap jokes on stag nights.

3) Stone-Age man is believed to have gone on the quest for what?
a) The last vinyl album.
b) The Holy Grail.
c) Fire.

4) Who sung the original pop classic *Living Doll*?
a) Cliff Richard.
b) Cliff Thorburn.
c) Cliff Hanger.

Name ....

Address...

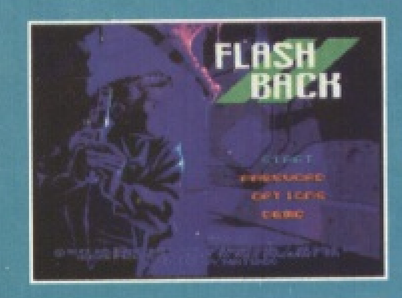
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....Postcode.........................

Age ....Tel:.....................................

The editor is always bombed so his decision is final, and no correspondence will be entered into (especially not on the subject of 'Sassy' the doll — nothing was proven!). If you don't want to recieve mail from other companies or assorted cavemen, tick the box ❒



Flashb

Adventure

Producer........Delphine
Supplier........Sony Imagesoft

Price........£49.99
Status......Official UK Release

Players........1
Lives........4
Continues........Infinite
Extras........Battery Backup

What the makers say...

A truly stunning, mind-blowing adventure that plunges the player into a world of intrigue.

Can you handle the pace?

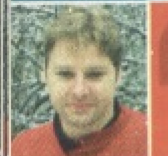
■ Sony Imagesoft

Controls



	Action
	Use Object
	Nothing
	Draw/Hide Gun
L	Nothing
R	Nothing

First impression



"Get a load of that topper main sprite! Looks like a stunning game."



"The animation is simply gob smacking and it plays like a dream."



"Conrad moves so fluidly . He pads around like a slinky spring!"

First day score

Chris Completed Level 1

10800

Awaking in a dense jungle with no memory of how you managed to get off planet Earth, you're going to wish you weren't Conrad Hart...



Conrad B. Hart is an agent with the Galaxia Bureau of Investigation (GBI) in the year 2142. While field testing his new Molecular Density Analyser, he and his girlfriend Sonya stumbled across a worrying statistic. A few people, namely important members of state and other high-powered officials, had densities so high as to rule out any possibility of their being human!

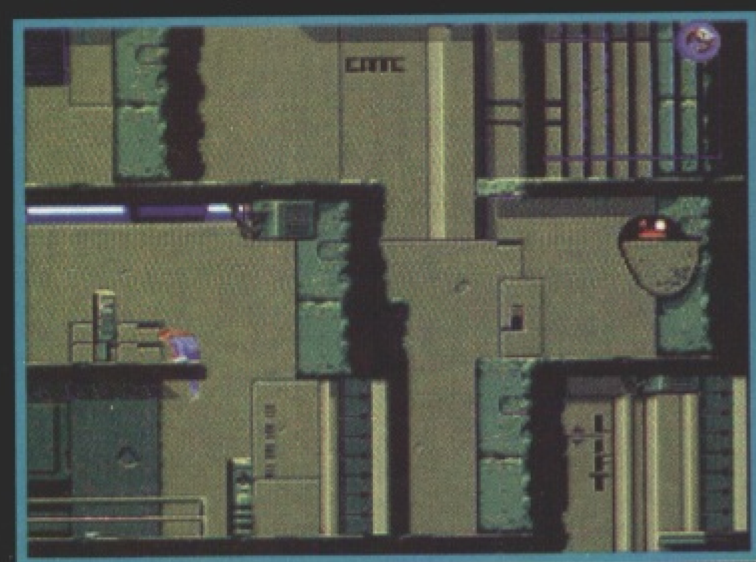
Sonya disappeared, and Conrad was running scared through the city streets, hoping that he remained one step in front of the unknown adversary tailing him. He must discover the truth behind these bizarre high-density people. Secretly, he favoured a theory Sonya had first come up with — they were not people at all, but aliens infiltrating our society with a view to taking over by seizing all key positions without our knowledge. The GBI had to be informed, but he had a horrible feeling about the journey back tonight. To safeguard his findings, he had the forethought to record a message including all he knew of the sinister scheme on a holocube, the future's version of a dictaphone. As he rounded a badly-lit corner laser-fire strobed from a sleek black shuttle, the kind capable of interstellar travel, with two unseen occupants. The blast caught him square in the back... As Conrad regains consciousness he realises that his memory of how he got to this bizarre alien jungle, and indeed, everything else past a few months ago has vanished.

In a style reminiscent of *Prince of Persia*, Conrad can run, jump, climb and shoot.

Conrad begins with just his wits, four shields and a gun, and the inventory screen which also grants access to score and difficulty level updates. The shields Conrad carries act as lives, one being used each time he takes a bullet, eliminating the irritating stop and start again routine of conventional lives methods. Continues are infinite, restarting at the last backup point activated. They appear in the game as beige machines with the word 'Save' down the side.

Flash moves

Being a specially trained forces agent, Conrad has an extensive range of moves to put most main sprites to shame. In a style reminiscent of *Prince of Persia*, he can walk in delicate, measured little steps, run, execute shorter jumps from stationary or longer ones from running, and clamber up and down ▶



Conrad picks out the safest route of perilous ledges. If he falls too far it's instant death, so be careful!

ALIEN NATION

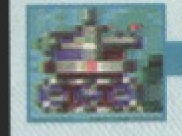
They're as evil as Satan but the alien armies are a sight to behold. Here's what's in store...



Policeman have rocket packs — these guys are mean!



An alien guard in the forest who's a bit slow and dopey.



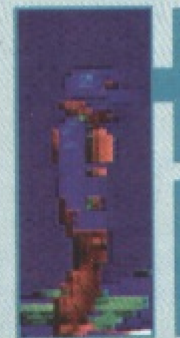
This droid doesn't think twice about shooting laser bolts at Hart.





If this eye spots you it's time to run.

This metallic globe can be a real shocker!

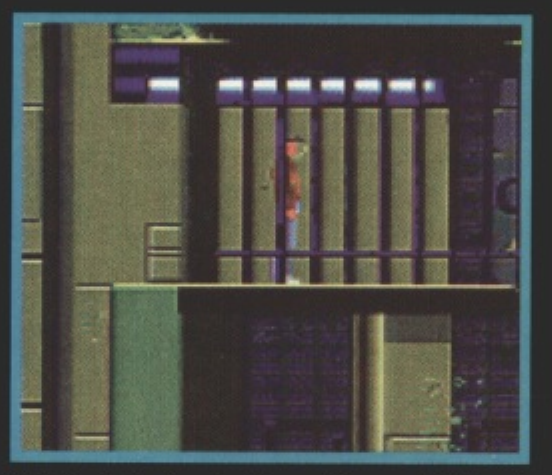


Incredible mutating alien who turns to slime and speedily lurches toward you.



Let this terminator in the room and prepare for big trouble.

ack



With bullets ricocheting off every brick and tile, Conrad tries to hide behind a thin bar.



Hart adopts a classic Miami Vice busting stance as he edges into an alien complex.

MOUTH-WATERING MOVES

How can we show you exactly how amazing the animation is? We can't. But we'll certainly try...



Enjoy this stroll while there's a chance. It's not often Hart gets a break.



Running around can be deadly. Especially when near very high ledges.



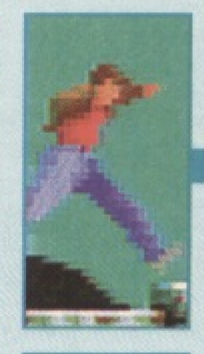
Conrad performs an almighty leap across a gap between platforms.



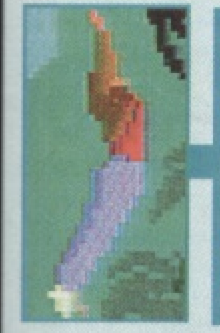
Distant ledges can be reached by jumping then clambering upward.



The most satisfying move — shooting things. Watch out for the recoil though!



Less risky than the long leap this nifty skip is ideal for crossing walkways.



Jumping is the only way to reach the really high platforms. Don't look down.



A casual walk quickly turns into a fast jog. When danger is about — run!



If you see this you're in big trouble. Remember that unfriendly green vortex? This is what happens when you walk into it.



The start of the game sees dazed special agent Conrad Hart awake in a dense forest.



An example of a mental tester. How do you open that metal door and what's with the exploding mouse?

BACK BREAKERS

Between the frantic levels, take a break and watch the excellent animated intervals.

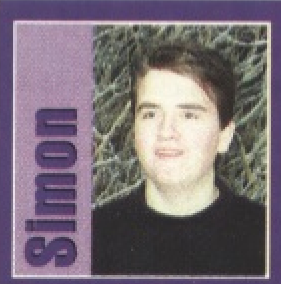




Some hours later, Conrad boards the "Star Providence" -destination: EARTH.



'Far more than flashy graphics'



Simon

Playing *Flashback* for the first time earlier this year on the Amiga, I was blown away by its amazing graphics and freedom of gameplay — I'm pleased to say the SNES conversion retains it all.

The animation in *Flashback* is quite simply stunning. If you've never seen it, you're in for a hell of a shock! Conrad moves around so fluidly it's untrue — it's even better than *Prince of Persia*, and that's saying something! Each level is completely different, ranging from the dense jungle of level one to the futuristic game show 'Death Tower'. Levels are huge, with people to meet and talk to all over the place. There's also plenty of action it keep the trigger-happy gamers glued. The between-level animated sequences help explain the story and look great. The spot effects that litter the game are of the same quality as the graphics — the gunshot is particularly good. Music is quite scarce, which is a shame because when it appears it's great. Playability-wise, *Flashback* is virtually faultless, the password system means that you don't get frustrated by having to play the early levels time and time again, but the later levels are sufficiently large in size and difficulty to mean you don't finish it in a day. The only problem is, once you've completed it, you won't want to play it all the way through again!

To put it bluntly, buy *Flashback* at the earliest opportunity. It truly is one of the best pieces of software released this year, offering exceptional gameplay, amazing graphics, excellent spot effects and an overall package to last for ages.

93%

'Flash and burn'



I thought a *Flashback* was something aged hippies got from time to time, I had no idea it was the perfect arcade/puzzle marriage. Mind you, with the spooky realism of some of the wierd alien jungle and faceless characters, it could be the former. Black and green creepers spiralling into the distance? Coming from France is no excuse!

I'd like to see a spaced old hippy try and play this though, if you haven't got the concentration of Kasparov and the lateral thinking capabilities of Mr Rubik, you won't get past the first level. Design may be identical to the MD, but the graphics on SNES are much improved. Sprites slink along just that little bit more fluidly, backgrounds are just a touch more intricate, and everything benefits from the superior Nintendo colour palette. As for sound, all it required to convert me was the incredible gunshot effect, it sounds just like they do on the big screen. Leaving out the tunes was a good move, the golden silence and minimalist, quality spot effects really build atmosphere, more companies should bear this in mind rather than stick dull tunes and over-cute FX all over the place.

Flashback's true genius lies in the realism of the puzzles and tasks, where else on SNES could you find a game where it's possible to take odd jobs in the city, chat to support characters, blast the bad guys *and* negotiate tricky platforms? Which leads me to my one moan, with the confusing control method you're always pressing the wrong button, which doesn't go well with the *Space Ace* one-false-move-and-you're-history gameplay. But hey — there's a battery backup, what's the problem? Like, don't worry about the *Flashback* man, it's like, a way groovy experience.

89%

platforms. Plus, of course, the obligatory crouch which can be done with gun drawn or hidden, as can walking and the roll move, from which he comes out in a crouch with pistol at the ready, and standard RPG commands 'Look', 'Activate', 'Recharge' and 'Use'. Objects can be picked up or dropped at any time with the 'Action' button, which also operates lifts (along with [UP] on the pad), talks to people, hangs from platforms and operates levers or switches. The 'Use Object' button does whatever is appropriate to the selected object, pictured in the top right of the screen, ie throw a stone or place an ID Card in the correct slot. When you are close to a character or object its name flashes up in the top right corner of the screen, the same going for useful machines.

Back in action

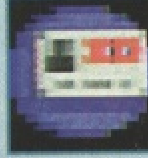
You must guide Conrad through many perilous locations, beginning as he wakes in the unfamiliar, otherworldly jungle, to cities such as New Washington where he can make shady deals and useful contacts, as well as taking legitimate or illegal odd jobs. Remember though, as he's an alien here, any contact with the police is fatal! Lead him carefully through the hazard-fraught Cyber-Tower of Death, across deep space and back to Terra Firma (aka Earth). Tears will sting your eyelids when Conrad has to leave for an uncertain fate somewhere else in unchartered space, saying what awaits him would spoil the thrill...



With mutants rife within the alien complex it's wise not to stick around. Conrad sprints of in stunning visual style.

ITEMISED LIST

As in all adventure games there's plenty to see and do. Here's a rundown on all the essential items...



ID card: opens gates or grants access to a later level, but where is it hidden?



Holocube: this gadget could shed some light on your predicament.



Transporter: move about a level at the touch of a button with this teleporter.



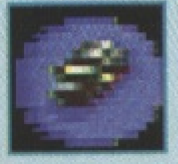
Rock: a simple piece of stone which can fool sensors and distract guards.

Credits: in New Washington a man without cash is as good as dead.



Gun: the first item Conrad gets to use and a flippin' good job too.

Shield: provides protection against four gunshots. It can be recharged.



Exploding mouse: wind this mobile mine up and let it scamper off.

Final analysis



"A blindingly solid, cosmetically superb puzzle that kept me going for hours. A corker."



"Amazingly good fun to play and offer a lasting challenge, it's definitely a 'must have' cart!"



"Logical, taxing, superlative puzzler. The best halfway house between games styles ever."

Final day score

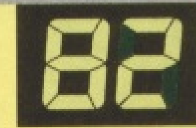
Chris H — Reached Level four





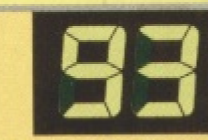
Although narrowly missing out to *Zelda* for the top spot, the extra lastability and amazing graphics raises it above *Shadowrun*.

Sound



Sparse but brilliantly executed, this shines as a minimalist masterpiece.

Graphics



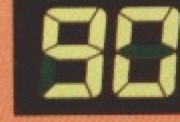
The best animated main sprite this side of Turbo (and beyond?), with Tate-worthy backgrounds.

Playability



The control method's a bitch, but the puzzles, platforms and... er, shooting bits are excellent.

Lastability



Difficult to the point of frustration, but we promise you'll keep coming back for more.

Force factor

One of the most original SNES carts this year, Flashback will appeal to puzzlers, shooters, jumpers...





SUPER NES DEALS

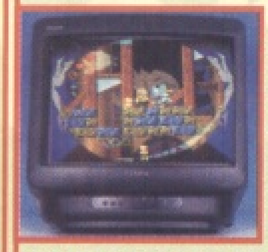
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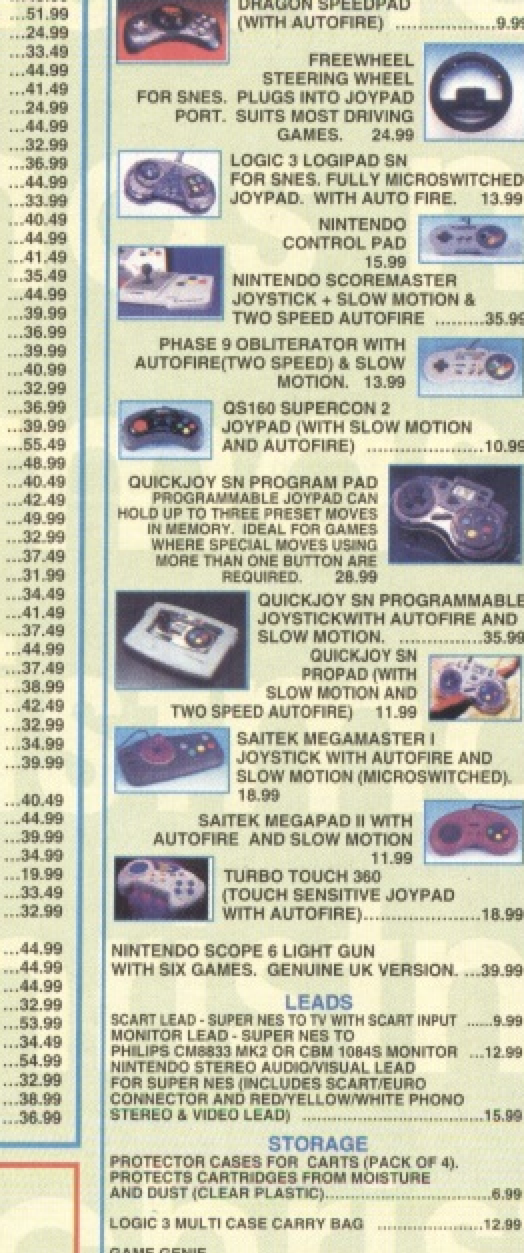
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Sports

Producer .... Sony
Supplier .... Sony

Price £44.99
Status .... Official UK release

Players 1-2
Lives .... N/A
Continues .... N/A
Extras .... Replay/save game

What the makers say...

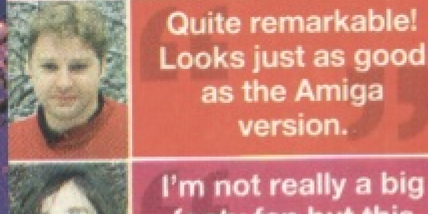
Brill, excellent — couldn't buy a better footy game!
■ Caroline Stokes, Sony.

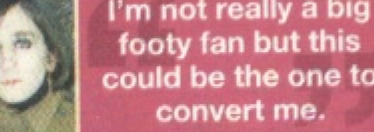
Controls



(green)	Nothing
(yellow)	Automatic pass
(blue)	Star shot
(red)	Tap for pass
L	Subs bench
R	Subs bench

First impression


Quite remarkable! Looks just as good as the Amiga version.


I'm not really a big footy fan but this could be the one to convert me.

This reminds me of my old fave *Kick Off 2* on the Amiga! But is it as good?

First day score

Simon Reached semis

Sensibl



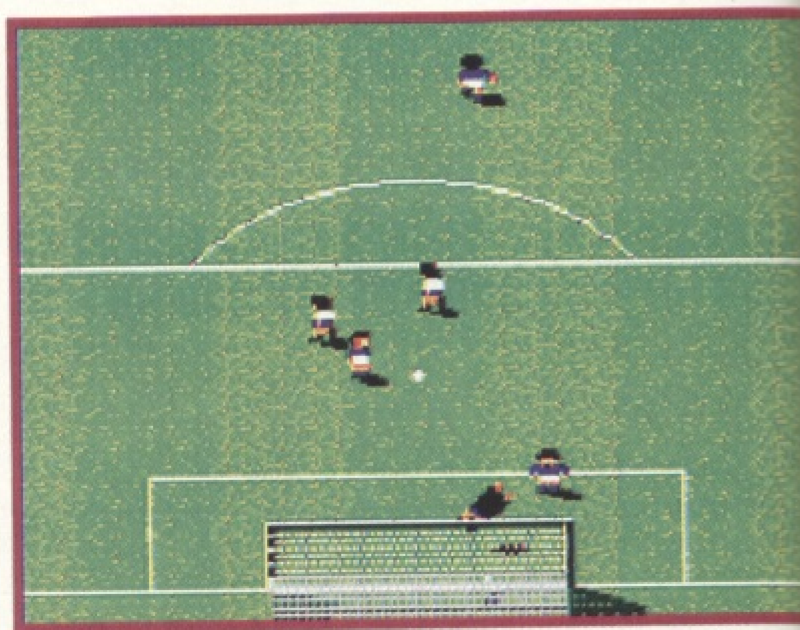
As any football manager will tell you, taking each game as it comes is the key to footballing success. The sensible approach triumphs once more as Sony's premier soccer game takes the field...

There are football games and then there is *Sensible Soccer*. For what seems like years Amiga owners have gloated because they've got *Sensible* and we haven't — but now the boot's on the other foot. Come late November, when the fiery glow of Autumn's last few leaves begins to fade and Britain's final teams tumble out of the European Cup, SNES-owning soccer fans around the country will be be chanting such terrace favourites as 'earwiggo' and 'Adams is a donkey' louder than ever before. Why? Because at last the premier soccer game, the Roberto Baggio of football titles, the veritable Geoff Hurst hat-trick, Wembley 1966 of carts, swerves its way through the competetion slap bang into the top corner of the SNES market.

All the F.A.'s latest rules are applied, including the controversial back-pass law.



Creating your own cup competition couldn't be easier, and up to 32 of your friends can join in! (if you've got that many!)


The goalkeeper dives to his right with amazing agility but the shot's simply too powerful! Watch it in slo-mo with the replay.

Slam in the cart and you're greeted with the familiar upbeat *Sensible* theme, then guided smoothly into expanse of options swarming the intro screens.

First choose the category of teams to pick. National teams offer 40 international sides ranging from Slovenia to San Marino. All the squads in international tournaments such as the European Cup are represented in the club teams category. If you're less interested in realism, a real laugh can be had choosing the custom team option packed with crazy-named squads such as pizza toppings and zoo animals.

Game settings are altered via the options menu allowing the battery to be reset, game length changed from three to a maximum of ten minutes and music and seasonal weather turned on or off. Difficulty can also be alternated between beginner (total glue foot but no star players) normal (semi glue foot and star players) and for soccer purists expert (faster, more control and star players).

Tournament fighters

With your set up chosen, move swiftly onto the next screen and choose one of the five game styles. Friendly is a straight one-on-one match between two players or a computer opponent. Ideal for a group of players is the cup option. Simply enter the amount of manual and computer players up to 32 teams, the number of rounds to be played, whether extra time, replays or penalties are to be included and begin the tournament. The last pair left battle it out for the honour of *Sensible Soccer* champion.

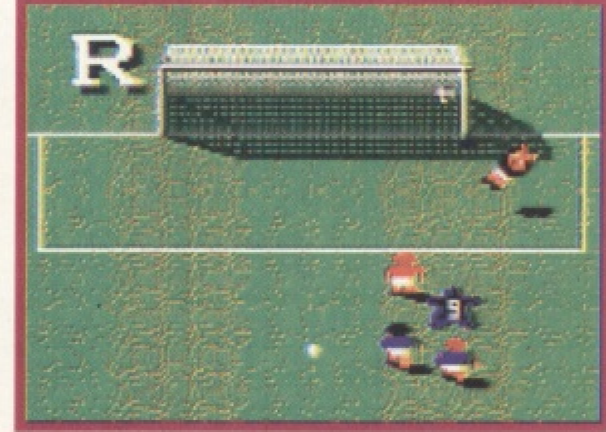
In the league option, 2-16 teams pit their skills against each other 1-10 times. Six groups are represented in the World Cup Qualifier. Select a team and group and take on the rest of the world in a quest to become world champions. Last but by no means least is the Mastrich Cup where all forty teams battle it out in a giant knockout tournament.

With options set and game selected, it's simply a matter of choosing the team from the squad of sixteen and deciding on formation and tactics. There are eight different line ups; 4-4-2, 5-4-1, 4-5-1, 5-3-2, 3-5-2, 4-33, Attack (an aggressive 3-3-4) and Defend (a cautious 6-3-1). An additional ▶

e Soccer

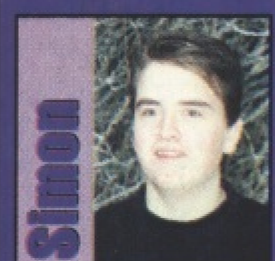


Options, too many options! *Sensible* features loads of variables right down to language!



The star striker does his job and puts one in the net! You can replay it to your heart's content.

'The best soccer game ever!'



I had high hopes concerning *Sensible Soccer* — surely the king of Amiga footy games would be done justice on the best console around? Well, to put it bluntly, *Sensible Soccer* is one of the best games *ever*!

The graphics retain the Amiga's smooth scrolling and excellent animation. The overall speed is a tiny bit slower, but this has no effect on the gameplay. *Sensible* is one of the most addictive games I've played for months. It's incredibly easy to pick up, and every time you play, you improve and find a new and better way to score. Two player is quite brilliant, with unlimited variations. One-player mode is the area that this sort of game usually falls down, with either useless computer opponents or ones that win every time. Not *Sensible* — the computer controlled opponents range from the relatively easy Faroe Islands to the extremely tough Italians. Add this to the fact that there are loads of different cup and league competitions *and* the facility to create your own, there's literally months of fun-packed play.

It's still basically football, and if you can't stand the game itself, no matter how good *Sensible* is, you'll still hate it. If you don't fall into the above category, get your hands on a copy at once. Anything which keeps me off *SFII Turbo* for more than four days must be good — coming from me, there's no higher accolade.

94%



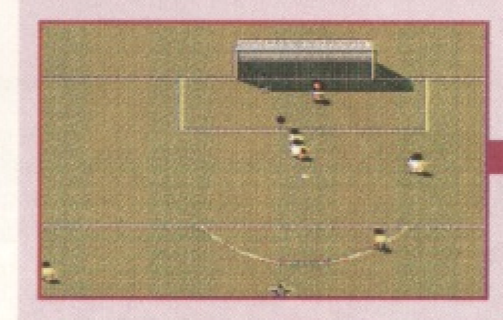
A shot from outside the area is rocketing toward the top corner and there's nothing the keeper can do!



If things start to go wrong, the manager can shout new tactics from the sideline. Substitutions can also be made when the ball is out of play.

PICK A PITCH

The month the game's played at affects the condition of the pitch. Here are the variables...



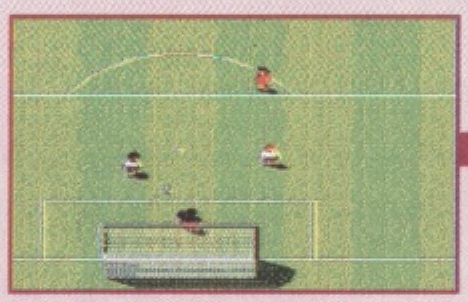
Dry: in the summer months the ground dries out making the ball run quickly and passing tough.



Icy: come winter the ball skids along the ground very quickly making control nearly impossible.



Muddy: usually a Spring phenomenon, this type of pitch slows the ball down to a slow roll.



Normal: standard, good-weather pitch — the ball bounce is always the same making life easy.

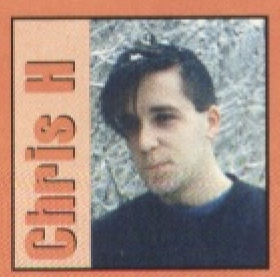


Soft: makes the players tire very quickly and therefore substitutions and star players are crucial.



Wet: like icy but slower. The zip on the pitch surface means a lot of skill is needed to control the ball.

'Riper than half-time oranges'



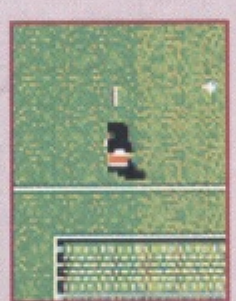
The soccer game to beat all soccer games has finally arrived. Before I rattle on in typical review fashion about the graphics and stuff I'll just state that this is the best football game ever — no questions asked. As long as you've got the patience to get accustomed to the controls, every match is a raging storm of thrills. Because of the variety of shots, you can set up some amazing plays — a pass to midfield followed by a volley and topped off by a diving header — mightily satisfying. Compete in two-player mode and everybody's ego flares up, especially if a brilliant run upfield ends in a spectacular goal. Everybody shows their true colours. You'll curse the ref, your opponent, your goalkeeper then ladle on the praise seconds later as the star forward wellies home a corking shot. This competitive edge gives *Sensible Soccer* an addictive element many games are missing. It doesn't matter whether you love or hate the 'nations' game, you'll be engrossed for ages. My only complaint (what's a game without a complaint?) is that's it a smidgen too slow. Power kicks don't have the *oomph* they should and shots at goal trundle more than speed past. Then again, (what's a game without a then again?) play for half an hour and you get acclimatised to the speed at which it runs.

Tactics, teams (although deviously changed from real clubs), throw-ins, fouls, weather — it's all here. The best way to sum it up? Easy really — a star-studded boot spectacular. Can't argue with that now, can you?

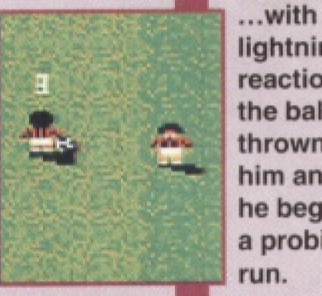
92%

GOAAAAAAL!

The crucial SNES FORCE guide to scoring (goals!)...



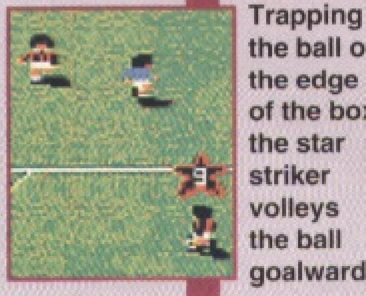
The goalkeeper has the ball and sees a midfielder making a move...



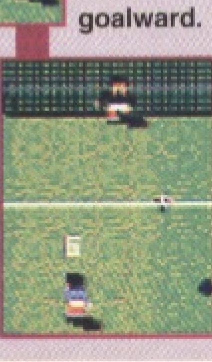
...with lightning reactions the ball is thrown to him and he begins a probing run.



Seeing an attacker stalking on the edge of the penalty area he launches a pin-point pass.



Trapping the ball on the edge of the box, the star striker volleys the ball goalward.



...the ball soars toward the top corner like a rocket and the keeper is beaten...

option allows a sneak peak at the opposition's formation giving a chance to make last-minute tactical alterations before taking the pitch and commencing battle.

Action is viewed from a traditional *Kick Off*-style overhead perspective meaning tiny sprites but a real sense of proportion on the spacious pitch. Weather conditions alter according to month causing various effects to the playing surface — the ball runs much slower in the wet, while it bounces higher if the ground is hard.

Sensible socks

Controls are simple but incredible speedy. Tap [A] to deliver a short pass while holding the button powers a driving shot. When a star player has the ball [X] unleashes a super shot hurtling toward the opponent's goal — try applying aftertouch for deadly swerve.

On-field tactical decisions are made by holding [L] or [R] when the ball is out of play, revealing a team dug-out. From the bench team formations can be altered and substitions made — essential for clawing back goals in the dying seconds.

All the F.A. latest rules are applied including the controversial back pass law. The vigilant referees are equally on the ball dishing out yellow cards for lunging tackles and early baths for persistent offenders.

So with the preliminaries over, all that remains is to send your parents out, invite a bunch of mates around, grab the lucky joypad and defend the honour of your favourite team. *Sensible Soccer* — the ultimate cure for soccer hooliganism? Quite possibly...



It's there! The ball flies past the keeper and tears a gaping hole the back of the net — the crowd go absolutely wild!

Final analysis



Even better than I first anticipated. One of the top five sports games ever made — I can't get enough!



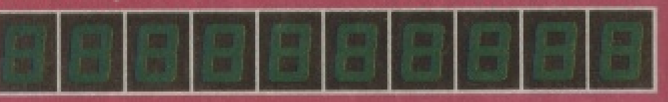
I played a couple of games but I've got to admit this really isn't for me — the other guys love it though!

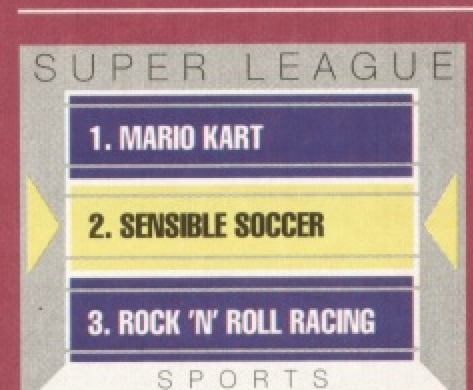


What a great footy game! Although the sprites are small the gameplay is fantastic.

Final day score

All except Will — Won Sensible Cup





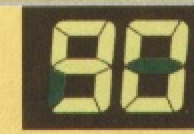
This one went to a vote and *Mario Kart* came out a 4-2 winner — Christo is still sulking. One-player lastability was the crucial factor but only just!

Sound



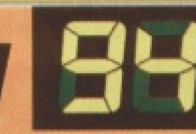
Bags of crowd atmosphere, though the music on the title screen is a bit dodgy!

Graphics



The smooth-scrolling pitch and excellent animation make it a joy to watch.

Playability



You'll be completely hooked, the control method is very easy to pick up and it's great to play.

Lastability



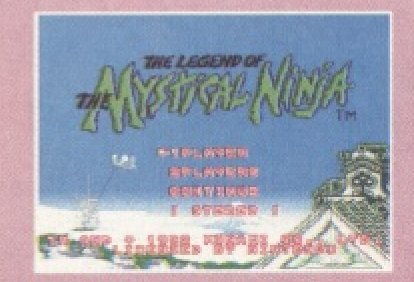
Tons of options mean you'll be playing for months. Two-player mode is quite amazing.

Force factor

The best soccer game on the SNES by a long way. If you're a sports fan or a games addict, buy it today!



The Legend of the Mystical



Adventure

Producer....Konami
Supplier....Konami

Price....TBA
Status....Official UK release

Players....1-2 (simultaneous)
Lives....3
Continues....Infinite
Extras....Password save

What the makers say...

You'll need all your strength and wisdom through ten levels of mystical magic and combat if you're to rescue the princess.
■ Konami

Controls



Green	Attack
Yellow	Jump
Purple	Activate Jutsu
Red	Attack
L	Nothing
R	Weapon select

First impression


The graphics aren't too good, but I can't see the gameplay aging badly.


I enter the fantasy land with trepidation, my yo-yo by my side... Cool!


It just isn't the same in English. Japanese looks so much more mysterious!

First day score

Chris Warlock Zone Two

A mythical Dragonbeast, a cursed Japanese village and two ninja mystics out to save the day — it all adds up to the wackiest adventure of the year...





Roll up! Roll up! Take your chances on this dicey sub-game. One of many, it's a gamble but if it pays off...

The Warlock Zones are a confused mix of Japanese cultures. Though quaint paper houses and pavements of the finest oak line the oriental villages, vast video screens and amusement parks are never far away. Having to walk across the bewildering zones are Kid Ying and Dr. Yang, ninja mystics who are guardians of the peace-loving village Horo-Horo. But when the village is cursed by the omnipotent Dragonbeast and the resident princess kidnapped, the locals propose the two guards set forth and destroy the source of the enchantment. A likely duo, Ying and Yang have to fight their way through ten levels of Dragonbeast territory in what is one of the most bizarre games this century.

Though fighting is an intricate necessity, the true strength of a mystical ninja is his wisdom.

Two players can adopt the mantle of the mystic mentors or strive alone against the wacky forces of evil. The playing area consists of vertical- and horizontal-scrolling landscapes with the couple bashing the Beast's army with their preposterous weapons. Kid sports a pipe of peace (known as the Not-So-Peaceful Pipe) with which to hammer oncomers while the Doctor carries a flute for a pugil. These 'weapons' can be upgraded by collecting money which on-screen enemies leave behind once killed and form head-busting Party Whistles and Yo-Yos with which to smack Dragonbeast's armies.

The town scenes are where the majority of cash is reaped and as in all walks of life money has its uses. Nip into a delicatessen and by a slice of pizza to build up energy lost in battle, fork out $100 for a go on old classic arcade games at the amusement park or gamble your earnings on the lottery or at the races. These shops are found in and about the towns along with small abodes where local philosophers offer their wise thoughts on the tasks ahead of the team's current status.

Money talks

A formidable addition to the ninja's fighting skills is the art of Jutsu. For a few hundred dollars the discipline can be learnt at a dojo. Once the ninjas have initial training they need to collect ten scrolls (often left behind by wasted villagers instead of coins). Jutsu powers can only be used in the second warlock zone for a limited period. Kid Ying and Dr. Yang can acquire four powers each, every one completely mad. Kid can ▶



Ring the bell when enemies appear on screen and they are immediately transformed into bonus items.



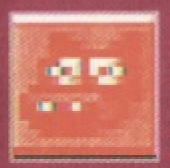
Level One's guardian ghoul complete with projectiles. Whap the disks back in the spectre's face and stay out of the way.

Ninja



POWERS OF ONE

Dr. Yang has a range of Jutsu powers for times of trouble.



Why is the Milka Cow lilac? Who thought up the Terminator Cow? Who knows.



The alternative way to scaling tricky platforms is to sprout wings and fly.



Reckon they're a bit hard do they? Think they're nails? Then use this!

A simple looking star? A blade from a circular saw? We don't know actually!

DYNAMIC DUO

Coupled with the weirdest of weapons, either makes a superb, albeit hilarious, hero to control.



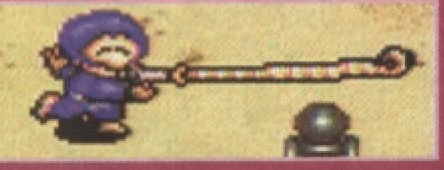
Dr. Yang: the balaclavaed elder is blind, but considering his cute smile — who cares?



The normal flute smash, this is the weapon Yang starts off with.



The longer weapon Yang has, the better the reach . Enemies get close to dish out punishment — this keeps them at bay.



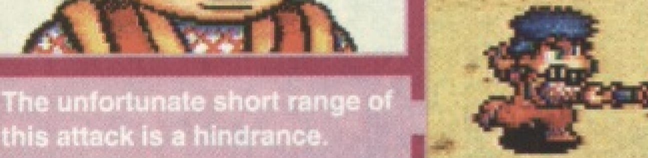
This blowy thang wastes foes at a great distance. Party on Yang.



Money goes down one dollar every time a star is thrown but nothing stands in its way.



Kid Ying: unlike the ageing Doctor, Kid still has youth on his side — and a spray of hair too.



The unfortunate short range of this attack is a hindrance.



Not one to condone smoking, Ying prefers to get a hit by cracking the enemy.



These were all the rage not so long ago (remember the Coke whizzers?)

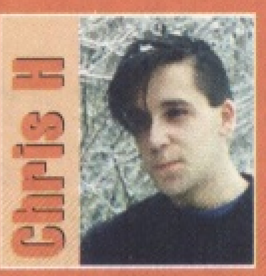


Similar to Yang's throwing stars, Kid dishes out a similar magic which batters all and sundry.



Treat fortune tellers with a bit of suspicion. Don't be too hasty in handing over the silver.

'God in a cartridge'



Chris H

What a game. What a game! WHAT A GAME!! This is Konami heaven, and possibly the best game I've ever played — even better than conkers!

The lands are full of magic and mystery with so much to explore. In addition to the beating and collecting are sub-games found within, which add so many inches to the large member that is *Mystical Ninja*'s playability. Rather than trudge around endlessly thrashing villagers you can embark on a carefree betting frenzy on the local lottery or by backing the nags down the race-course. There's even a bat-and-ball game to play at the arcade! Far from a bland adventure *MN* incorporates many fine details. Comical expressions on the characters faces are only part of the enormous game appeal and wait until you see the Jutsu powers! Terminating Cows and ballet routines that really put Swan Lake to shame — ridiculously over the top.

As well as winning large bags of cash in the lottery (or the brilliant TV quiz show) Ying and Yang can get jobs — just like in real life (or should that be just not like in real life?). Decorating, pest control, even joining a bomb squad — an superb example of what a game should really be like.

Two-player jaunts are heightened by the double teaming. Gone are the days of frustration because your partner can't jump platforms correctly therefore hindering your progress — lift him on your shoulders and carry him where you want to go!

Weapon upgrades, bonus items and fun filled between-level scenes — I don't like to say too much because it'll ruin the surprise! I've always thought no SNES game is worth the asking price but thank my lucky stars for Mars if this isn't the essential purchase of the year! *Mystical Ninja* is the game of games and God of two-player simultaneousness. Buy this or I'll kill you.

94%



Eh, now think what your mother said about people like these. Bloated beard blokes wanting to play games.



Smack the pots and leap the cobbles to get at the special icons.

summon electricity to rage through his body knocking all enemies unconscious or transform into a lion and use his mane as a sturdy whip. There's the High Falutin Hero Mode allowing Kid to fly and the impressive roar of Psychedelic Tiger who chews up felons.

Dr. Yang's Jutsu powers are equally wacky. Dance of the Sakura Swordsman sees the hooded old-timer jig the enemies to death, as does the devastating move involving a tutu, there's a flying ability and the legendary Terminator Cow — a stampede the Dragonbeast won't forget in a hurry.

It takes two

Ying and Yang can team up for a double whammy by using their piggyback attack. Here, one player sits astride the other's back. While the player in charge of the carrier controls the direction the team head in, the jockey smacks the opposition. Teaming up is handy during platform stages where it's easier for one player to hop along perilous rotating ledges and dodge revolving spikes.

Not all villagers are aggressive to tourists. 'Bonus Babes' stroll into the fray of things and unless the pair want to lose money as a forfeit it's best to save rather than thwack them.

In several zones the ninja pair need to locate the lair of guardians and give them a good pasting once found. It's helpful to talk to local wise-folk who often release information on how the demons can be defeated. A huge lantern man and a vicious ghoul are just two of Dragonbeast's hardened guardians — if no Jutsu powers have been acquired by this point, now's the time to study.

The mystical voyage spans a large surreal expanse and though fighting is an intricate necessity, 'the true strength of a mystical ninja is his wisdom'. Grab your yo-yo, pick up your pipe and expect the unexpected...

BRING AND BUY

So you've saved a fortune. Now's the time to splash out on some goodies...



Mega Bomb: The big bang! This has the power of five usual explosives.

Armour: suit up in protective gear and you're able to take many more hits.



Helmet: protect your bonce with this carefully-crafted Samurai hard hat.



Scrolls: Jutsu powers can be learned but ten of these need to be found first.



Pizza: a bargain at $60. It gives energy and power and puts fire in your belly.



Sandals: these make the ninjas run faster. Buy extra pairs for more speed.

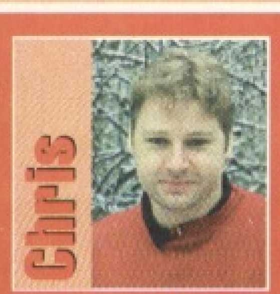


The lottery. Select a number, animal and letter and hope the odds are in your favour.



Despite the dangerous circumstances the lads still find time for a joke and a laugh. 'I can see the pub from here' jokes the Doctor.

'A surreal adventure'



You thought *Parodius* was loony, wait until you check out *Mystical Ninja*; Sumo tag teams, ninja cats, the Carp Meister not to mention Fur Man Chu and his pal Crabby — talk about barking! Although this killer of a cart's been around for what seems like years on import, a big SNES FORCE respect due goes to Konami for taking the plunge and unleashing the wacky exploits of Kid Ying and Dr Yang upon an unsuspecting Europe — but the question is 'are we ready for it?' The answer is a resounding 'yes'.

Although no spring chicken, the hallucinogenic stalk-slash-'n'-chat gameplay stands the test of time wonderfully. The hilarious two-player piggy-back attack is a stroke of game-design genius. The theme music is totally brilliant — I'm driving everybody in the office nutty singing it — and the traditional Konami colour-drenched graphics are superb as ever. The bosses are tough enough to be challenging but not frustrating and their design is so imaginative that each is a joy to behold.

As much fun as the main game is there are hundreds of houses to visit to get clues on the mission, grab a quick sushi burger, have a flutter on the horses or even get a job! It's these extra touches that raise *Mystical Ninja* above the realms of an ordinary adventure and place it up there with the greats — *Zelda, Shadowrun* watch out!. Although not a serious as its rivals, it's off the wall comic adventure at its best. Miss it at your peril.

91%

Final analysis



Cool! Excellent cutely addictive gameplay and top quizzes make this a sooper dooper cart.



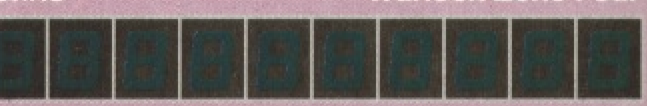
This game is absoulutely great, I'd buy it if just for nostalgia's *sake*. Sake, *sake*, geddit?



It may be getting on a bit but this is still compulsive gaming. Should've been released years ago.

Final day score

Chris — Warlock Zone Four



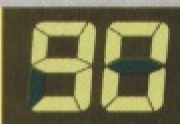
SUPER LEAGUE

3. SHADOWRUN
4. MYSTICAL NINJA
5. YOUNG MERLIN

ADVENTURE

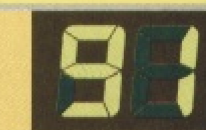
In a rapidly improving category *Mystical Ninja* humourous and diverse gameplay earns it a top five spot just ahead of *Young Merlin*.

Sound



Dainty Oriental themes and dramatic changes keep the action flowing.

Graphics



Adorably cute with more characters than you can shake and vac at. Subtle shades and lavish colours.

Playability



Though never infuriatingly puzzling the land layout ensures you get to see the best of everything.

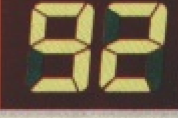
Lastability



A much-needed password system ensures you'll stick at until the very end, no matter how long that may be.

Force factor

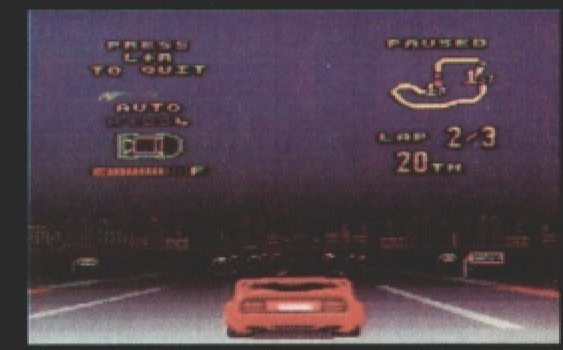
For once a game arrives catering for everyone's need no matter what age. Konami triumph again.



TOPGEAR 2™





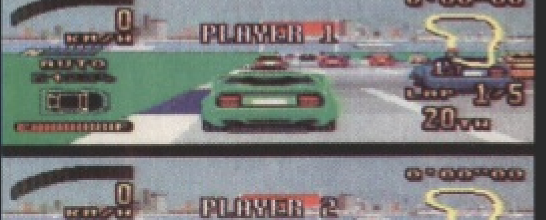


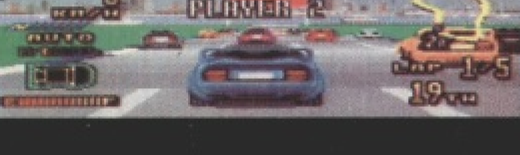
WHATEVER THE CONDITIONS

SHINE

1 or 2 player simultaneous racing as you cruise in the sunshine at 200 MPH through cities of Spain or Egypt – 2 of the 16 countries you can race in, with 64 tracks in total to choose from.



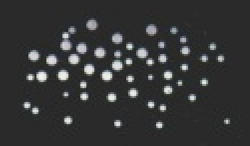




KEMCO
LICENSED BY Nintendo
TOPGEAR 2™
THE WORLD'S #1 RACE GAME. 1 OR 2 PLAYER RACING!
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

SNOW

Beat the weather – tracks in Scandinavia and Canada may give you blizzard hassles. Or even worse, you may be expected to compete in a night-time challenge.





FOG

Get the edge with customised parts for any weather condition. Fit-out at the body shop with incredible engine, transmission, nitro system and armor upgrades.



MOVE IT

TOP GEAR 2 IS THE NEW SUPER-ACCELERATED NO 1 WORLD LEADER IN RACE GAMES – JAMMED WITH TWICE THE PROGRAMMING HORSEPOWER OF THE ORIGINAL TOP GEAR.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

AVAILABLE FOR CHRISTMAS





Shoot-'em-up

Producer........Hudson Soft
Supplier........Vic Tokai

Price........£44.99
Status......Official UK Release

Players........1
Lives........3
Continues........3
Extras.....3 Difficulty Settings

What the makers say...

This is a shoot-'em-up classic designed to test your game playing techniques to the limit. Are you up to the challenge?

■ Vic Tokai

Controls



(Green button)	Fire
(Yellow button)	Jump
(Blue button)	Freeze Beam
(Red button)	Smart Line
L	Freeze Beam
R	Smart Line

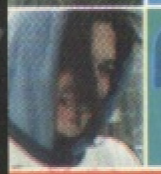
First impression



Get a load of thum thar graphics! Hope it plays as good as it looks.



Another computer conversion! Aren't there any new ideas out there?



A game with some fast-firing action at last. Graphics look excellent!

First day score

Simon — Normal

FINISHED

Super Turrica[n]

You see them every day, commuters milling about in their suits. They've given said clothing ensemble a bad name, until today, and the arrival of the Turrican Suit...

The planet Katakis was once a contented orb, peacefully circling its star, the inhabitants blissfully unaware of the fact that Katakis is an anagram of Kaat-Sik and the existence of the ruler of all darkness in the galaxy, the 'Machine'.

The United Planets Freedom Forces are waging constant war with the Machine, existing only to rid the cosmos of its supreme evil, so they mobilise troops to save Katakis. Well, troops is a bit of an exaggeration, *troop* is more accurate. To save the doomed planet they send one man — crack commando Bren McGuire in his standard issue, deluxe field equipment Turrican Assault Suit.

Turrican Suits are the state-of-the-art technology of the future, coming complete with awesome armour and multiple weaponry.

The Machine...

Turrican Suits are the state-of-the-art technology of the future, coming complete with awesome armour and multiple weaponry, as well as the mighty Freeze Beam and Smart Line. The Freeze Beam is an inexhaustable weapon activated for as long as you hold down the correct button, freezing any enemy it touches for a varying number of seconds, during which they cannot inflict damage but can be shot. The beam is a line of crackling green energy stemming from the suit, which reaches the edge of the screen unless stopped by a solid object (walls, machines, enemies etc), and can be rotated in either direction. As McGuire, you get three Smart Lines per life, which when activated shoot out two long vertical energy beams, one to either side. These are stopped by solid walls, but go through metal like a chainsaw through brains, and unlike the Freeze Beam, can be activated when jumping.



Yikes, it warns in the manual of freak lightning on some levels. Snap, crackle, pop!

The Turrican Assault Suit has one more trick up its titanium sleeve to put the Sonic Spin Attack to shame. Known as the Energy Wheel, holding [DOWN] on the joypad and jumping makes the suit curl into a ball and spin left or right at high speed, stopping when the 'Wheel Time' bar reaches zero or you jump again. In this mode, pressing fire hurls bombs in mid-air or lays mines on the ground, depending on where you are.



The second level guardian comes in the shape of this gigantic robot bully, armed with lasers and a Goro-stomp.

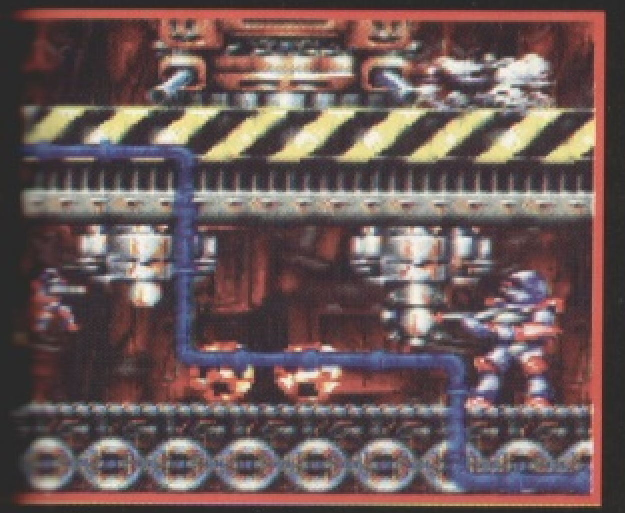
...Rage Against It!

The challenge consists of four separate worlds, beginning on the occupied surface of Katakis with its multiple missile turrets and droves of assorted mechanical pests. After battling the giant, armour-plated fist you reach the underground catacombs where the Machine has created a technological fortress guarded by rock-mounted flamethrowers and tricky conveyer platforms, before the terrifyingly huge robot soldier end guardian. From there to the frozen wastes and icy oceans of the terror's home planet, with fast and deadly snowball avalanches and *Super Empire*-style hot air currents apart from the vicious





An prime example of the invisible weapons platforms. Do you shoot them for upgrades, or jump 'em to see what's up top?

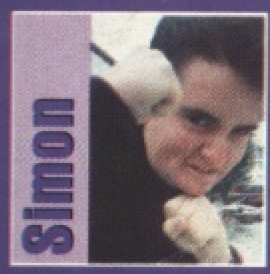


These conveyer belts always seem to be going the wrong way!



The alien's frozen home-world, where enemy reinforcements like to drop in for a light snack.

'Great to play, easy to finish!'



Hands up all those people who've upgraded from an Amiga. Right, how many of you played one of the *Turrican* games and loved every minute of it? I'd wager that there's a fair few people with their arms waving aimlessly in the air! Well, it's arrived on the SNES and I'm over the moon!

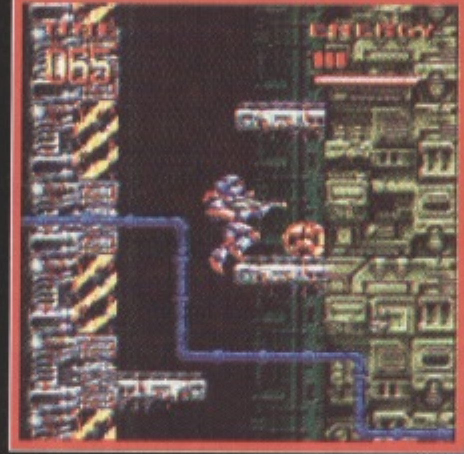
Graphically, *Super Turrican* is excellent, it's extremely colourful with amazing shading effects. The backgrounds are also of a very high standard with great parallax scrolling — the level in the alien nest is particularly good as the whole backdrop 'beats' sporadically and the Mode 7 effect is great. The sound is of the highest quality, each level has its own musical score which suits the backdrop to a tee! Spot effects are also great — each weapon has its own effect which sounds great and adds atmosphere by the bucketload! The best thing about the music is the amazing surround-sound option, improving it no end, really bringing the game to life and you closer to the action.

Turrican has an Achilles heel — there's simply not enough of it. The thirteen levels are all quite big but they're over too quickly — the three difficulty levels give a set amount of credits but do nothing to make the enemies tougher or even increase their numbers. I finished normal level on my second go and nearly the hard one a few tries later, which was a huge shame as it's such fun to play! I would certainly recommend this to the inexperienced SNES gamesplayer but to the seasoned veteran you simply won't get enough from it to warrant spending £45.

84%



The first guardian is a doddle, just keep out the way when it punches the floor then turn and fire both barrels.

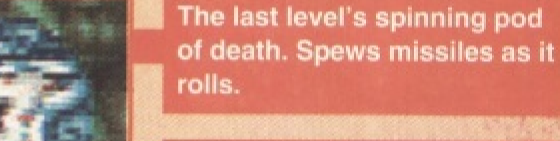


The crush of defeat — the underground machine level's last peril is the wall on the left, which slides swiftly to the right.

MCGUIRE'S NIGHTMARES

As *Super Turrican*, Bren McGuire faces fearsome foes from several worlds...





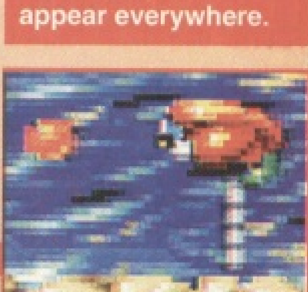
The last level's spinning pod of death. Spews missiles as it rolls.



These quadruped aliens leap off platforms, Kamikaze-style.



A pestilence from Beelzebub, these 'robo-chickens' appear everywhere.



Big Brother looks on while these eye-stalks blink rapid laser fire.



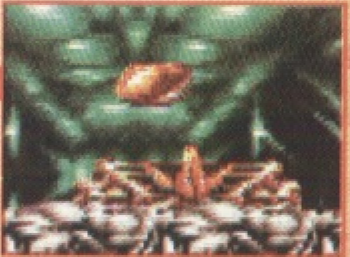
The platform-based snow level is made much harder by these furballs and their 'accidental' avalanches.



Go to work on these alien creations fast, they can only be damaged when open and vomiting.



A job for the Freeze Beam, these constantly churn out fast and pesky insects.

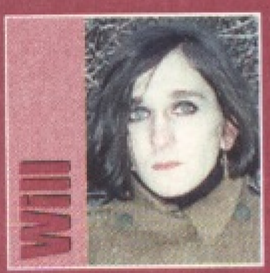


What an unsightly orifice. Next time you spit alien filth, it's time to change toothpastes!



These larger 'robo-chickens', stalk the industrial section. Kill them as fast as possible.

'Vermiculation!'



Ooh, I remember this from the good old days when I had it on my C64. It was a classic then, and as soon as we switched it on I knew nothing had changed. The graphics are breathtakingly detailed with sprites appearing here, there and bloody everywhere, dive-bombing, crawling from under rocks, leaping from generators and pods — the baddies just don't stop coming.

Frantic is a good word for it, so is *complex*, and *frenzied* is another, while *vermiculation* is just a good word. This is not a game you'll ever be able to play one-handed, no matter how much you practise. The levels aren't overly massive, but have enough little twists and sub-sections to keep you occupied finding the bonus lives and collectables. An outstandingly good idea is the unusual end-level screen, which instead of the usual points counter, also displays how many diamonds and 1-Ups you collected, and how many you missed, promoting searches for the final one on each stage. Lastability!

Such is the wealth of ideas that home computers spawned over the years, something the SNES is sorely lacking at times. Good old-fashioned blasters like this (small graphics with loads of stuff on screen, classic collectable weapons etc) are a sure-fire hit on machines like the Amiga, and only benefit from the SNES' extra control methods.

But (you can't have expected *total* praise!), ingredients for a truly brilliant conversion include re-working. Hudson have got the right idea — this is an amalgamation of the original *Turrican* and *Turrican 2* games, only cut down to the size of the first — Simon finished it within 2 hours of it arriving. Hacking off a few continues wouldn't improve the challenge, what this needs is a few more levels. With practice, even Jon might stand a chance of completing it. Still, a great game, worth checking out if just for the inspired use of Mode 7 on the last level's quivering backgrounds.

83%

wild creatures and three piece super-gun guardian. The final confrontation with The Machine and all its minions takes place in the deepest dungeons, to a quivering, graphically astounding H. R. Giger-esque background. Here, the Alien Queen awaits. Each world consists of three levels and is guarded by a humongous techno-guardian, product of the alien queen's twisted machine-like mind.

Aside from the inbuilt armoury, your suit can also collect extra weapons like spread shot, power laser and bounce shot, which appear from weapons platforms when hit, although these platforms are often hidden and appear only when blasted or frozen. Each collectable shot can be upgraded up to five times with the diamonds which appear from weapons platforms and dispatched foes, and though you restart in the same place you lose all upgrades and peripheral weapons when you die. After using a continue you restart the level.

Twelve levels of fiendish alien opposition await you as Bren McGuire, and remember — don't do what they tell you, *rage* against that Machine!



This is it, the final battle with the extra-terrestrial menace. Now, I wonder where they drew their inspiration from?

TURRI-CANDY

The weapons upgrades that'll melt your flesh...



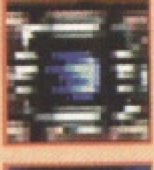
Laser: a powerful blaster that rebounds off walls for complete chaotic carnage.



Extra life: there are several of the voodoo doll-style collectable on every level.



Diamonds: these are mainly points bonuses, although collecting 100 on a level earns a 1-UP.



Smart Line: Another gift from the platforms, this restores one unit to your arsenal.



Blue Lasers: this icon adds strength to the wickedly-effective laser blaster.



Health: this icon restores all health points, but you always have to fight to get to it.

Shields: provides swirly protection for a limited time only, but every little helps!



Spread Shot: the red gun power-up increases the range and accuracy of fire.

Final analysis



"What a cracking game! Okay, so Simon thinks it's easy, but I'm having problems!"



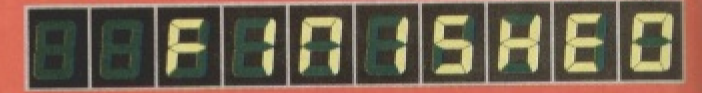
"Loads to blast but so what? With poor graphics and flimsy gameplay it just ain't worth it."

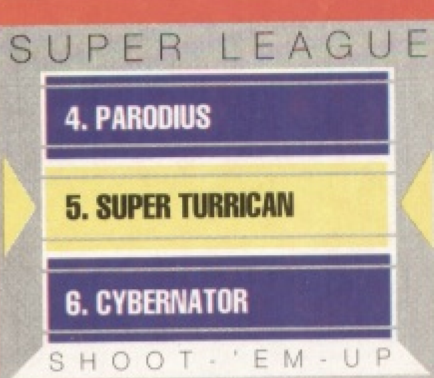


"Great graphics and atmospheric sounds! Maybe a little bit too easy to finish for the price."

Final day score

Simon — Completed on hard





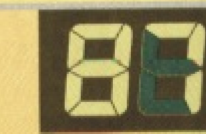
Turrican tucks neatly into the no. five slot, not seriously threatening the big boys but putting worry lines into *Parodius'* forehead.

Sound



Constant laser-squeaks sound outdated, but the backing tunes are all epics!

Graphics



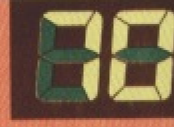
Very Amiga-esque, but so detailed and smooth and with unique SNES Mode 7 touches added.

Playability

85

Easy to get the hang of, packed with details and strategy twists to keep you interested.

Lastability

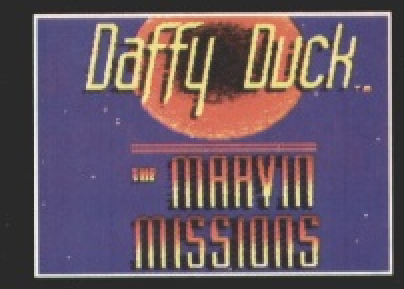


The levels are difficult but a little brief for some gamers, should've left the flying blaster section in!

Force factor

A quality release to delight old fans and Nintendo-kids alike, sad that it's so short.





Platform

Producer........Sunsoft
Supplier........Marubeni

Price........£54.99
Status......Official UK Release

Players........1
Lives........3
Continues........0
Extras........None

What the makers say...

'Gorgeous graphics, great gameplay, *Daffy* is an intergalactic blast — Mother!'
■ Jackie Ryan, Marubeni

Controls

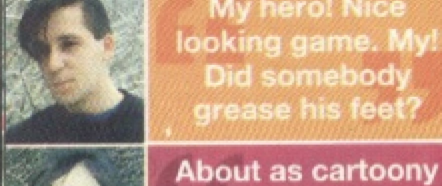


Fire	Fire
Jump	Jump
Block	Block
Nutty Attack	Nutty Attack
L	Select Weapon
R	Select Weapon

First impression

My hero! Nice looking game. My! Did somebody grease his feet?

About as cartoony as my armpit! Controlling he of feathers is awful.



The controls are desssssppppicable. Another dodgy platfomer!

First day score

Jon — Level two

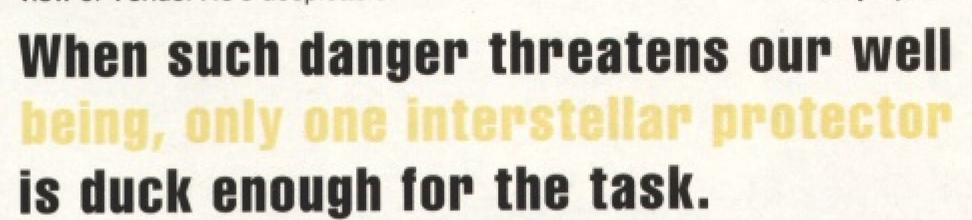
14526

Daffy Duck The Marvin

When Marvin the Martian plots to conquer the galaxy only one interstellar protector can stop him — Duck Dodgers of the 24 1/2 Century!

They always said it would happen, one day, Earth's final peril would come from the stars. Nostradamus told you so — in the future, big flying saucers would descend upon us, and he was dead right. Well, kinda.

Marvin's not quite the invading army of nasty non-terrans most people envisioned, but he *is* a pain in the neck. Scuttling around the cosmos in his ship, using the advanced Martian technology and its myriad armoury of gadgets and thingummys to capture each world's politicians and claim the planet for his own. When such danger threatens our well being, only one interstellar protector is duck enough for the task — Duck Dodgers, alias Daffy. Marvin's decided not to bother with Earth, he's just going to blow it up — it blocks his view of Venus. He's despicable!



When such danger threatens our well being, only one interstellar protector is duck enough for the task.

Standing by at all times to help Dodgers out is trusty side-kick Porky Pig, who gives whatever help he can to grant Dodgers' safe passage through the 20 levels of outer-space oddities. At his disposal are a range of six guns bought from the weapons shop for cash (via collectable $50 money bags) or discovered in obscure hiding places. Each gun varies in strength and ducks are renowned for their spindly legs, so Dodgers must watch out for spasmodic recoil, avoided by walking in the appropriate direction when firing. Other collectables include the Juice Glass space-breakfast drink for extra points on the ol' health bar and five gems per continue (woo hoo!). Fuel for the trusty jet pack is littered all around the alien landscapes as are the obligatory extra lives. Upon spying the Nutty Attack mushroom cloud icon, Daffy should head straight for it as when collected it sends Dodgers into a whirlwind frenzy of flying fists, feet and beak all around the screen.



While a deadly pollution-laden submarine jettisons its deadly load, Daffy takes time out to remind us he's 'Duck Dodgers!'

Mother?!!

There are five missions in all, each taking place on a different planet and each consisting of four fiendish levels. Mission one is Where There's Duck There's Fire, a trip to luxury resort planet Magma. Scheduled for the weekend is a gathering of many space ambassadors, the only hiccup so far being that Marvin has captured them all, so it's Duck Dodgers to the rescue!

Mission the second has the title 0,000 Martians Under The Sea, taking place on the oceanic orb called Aquarion-4. Marvin plans to test out his new 'instant Martians' (just add water), but Daffy has other ideas involving an underwater mission to defeat the instant army and get taken to their leader. Duckin' and a-divin'!

Marvin gets the cold shoulder in mission three — Duck Dodgers On Ice, a freezing field trip to the slippery ice rings of Zeus-3. Here Marvin is holding Earth's greatest scientist captive, and if Daff fails to rescue Dr IQ High his brain power will be used in the heinous act of creating a super cyberbase to turn all our brains to mush. 2 Unlimited will top the charts forever!

The Incredible Shrinking Duck is the penultimate mission's handle, in which Marvin has perfected his new ▶



Duck! No, duck! Oh it's no use, such a lame play on words is never going to raise a laugh. Here's Daffy crouching.



This waterscape is difficult to traverse, thankfully the spines aren't harmful — watch out for those energy-sapping mines.

Missions

Mayhap, perchance, foppish as I am'



Okay, I confess: I love Daffy Duck. He's a prince among ducks, the kind of swimming bird you can really take on a drake's night out. And so I looked forward to my hero's first appearance on the SNES. Am I disappointed? Well... yes. It plays rather badly and the sample 'Mayhap, perchance, foppish as I am, I might be the Scarlet Pumpernickel...' isn't included!

Daffy looks great. The instant Martians are completely faithful to the cartoon images, Daffy retains his unique character and notorious impatience. Samples are crisp and clear, though the music grates.

Daffy is surprisingly difficult, with many areas to explore and varied nasties in each. Some delicate platform jumping is darned frustrating due to Daffy's slippy feet — quite often he lands and slides right off the end of a ledge!

All in all, *Daffy* is an amusing cartoon romp with my favourite duck. It looks great, stumbles on playability (switching between weapons is awkward, asa is controlling a leap) but ultimately kept me coming back for more and that's counts for a lot. It's not wonderful by any means, but is an enjoyable, sometimes annoying adventure. In the immortal words of Daffy himself, 'Girls, you'd better hang on to your boyfriends!'

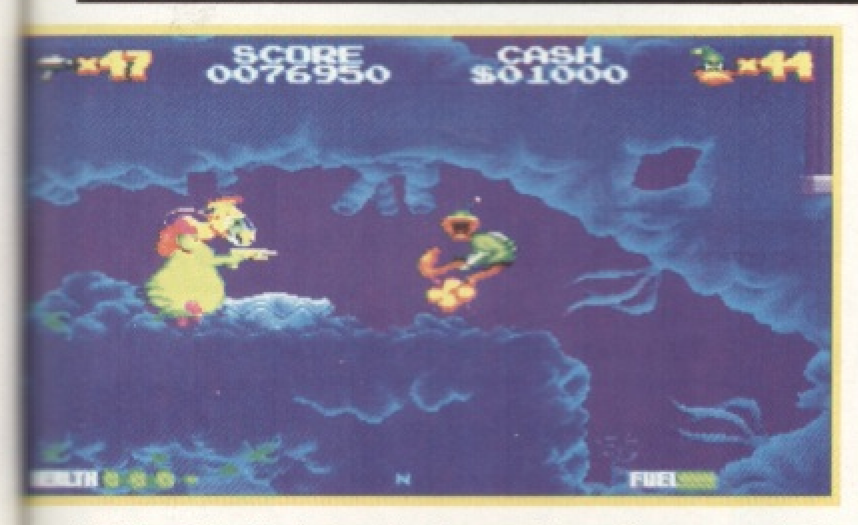
79%



Trapped between two turkey-esque aliens. Place a few shots right in their gobble-gobbles and watch the feathers fly.



Block the petite-but-dangerous rock man's missiles and blast the molten beggar when he's not looking.



Watch out for the instant Martian sentries — they pop up in the most annoying places, so keep that blaster handy!







Above: While the walls close in, aim for the mechanical motivator of the pressing menace.

Left: birds of a feather. These two shots show some of Daffy's comic looks.

A BIG BUNCH OF DAFFS

Foppish he may be but he knows which guns make loud noises. Daffy swaps between arms to tackle various situations. Here's a guide to each...



Ice blaster: fires a chunk of... well, ice. What d'you expect? Freezes enemies temporarily making them easier to kill.



Electric blaster: fires an erratic but powerful bolt of pure energy throwing enemies to the floor. Very hit or miss.

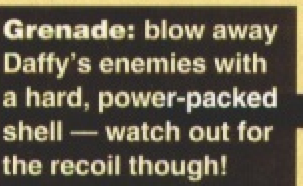
Three-way blaster: fires a deadly spread shot perfect for tough baddies. Use this powerful weapon wisely.

Grenade: blow away Daffy's enemies with a hard, power-packed shell — watch out for the recoil though!





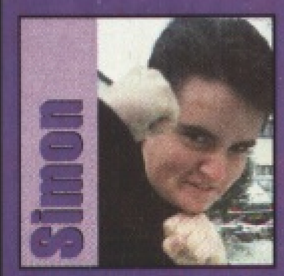
Standard laser: dull compared to the rest. Re-holster that weapon and pull out something better.



Anti-matter gun: one of the more powerful weapons available, but ammunition is scarce — use wisely!



'Looks good, plays bad!'



At first glance you could be forgiven for thinking you were playing *Road Runner* rather than *Daffy Duck*, the scenery and palette style is so similar it's uncanny. Having said that, it's not such a bad thing — *Road Runner* featured good visuals, it was just the gameplay that was poor. From what I can see, *Daffy* has also inherited this unwelcome asset and falls into the same trap.

The first problem I hit was the jumping technique. For some reason, when Daffy jumps he speeds up in mid-air even when you're not using the jet-pack. This gives a feeling of not being in complete control and makes it extremely difficult to judge some of the tougher gaps — it's also annoying as hell! As I said the graphics are pretty good and in most respects faithful to their cartoon inspirations — the Marvin the Martian and Daffy Duck sprites are particularly good and retain the original humour. Music on the other hand is quite poor, with an extremely irritating soundtrack accompanying the action — the only thing remotely 'good' about the sound is the inclusion of a few speech samples like 'Duck Dodgers' and 'mother' which raise a smile, but little else!

Daffy is a valiant attempt to convert the popular cartoon series, but the whole thing's gone horribly wrong. This is a direct result of a really poor control method coupled with far too linear and outdated gameplay. This type of game may have scored a higher percentage a couple of years ago but by today's standards it's most definitely an 'also ran'. Only diehard Daffy fans will have the remotest interest in this wasted licence and I'd advise anyone else to steer clear!

71%

shrinking ray and has drawn a bead on planet Earth from the jungle world of Amazonius. A new addition to Dozy Duck Antics is born when Dodgers manages to fly straight through the ray before landing and shrinks himself, his ship and all its contents to the size of insects. And Marvin still has to be defeated.

Sheesh!

Last and not leastest, buster, is The Greatest Show Off Earth. The bloody-minded Martian has finally completed his infamous P-38 Space Modulator, and the arrogant alien is sending out tickets to the Gala Destruction of Planet Earth. Ooh, he makes Daffy mad — but fear not, there is *no* party that Duck Dodgers cannot gatecrash!

Daffy's weapons range from the straightforward, unlimited ammunition Blaster to a Freeze Ray, ideal for... well, for freezing bad guys. The Electricity Gun fires a deadly bolt of electricity (they're very unimaginative with weapon names in the future). The Three-Way cannon fires three — count them, *three* — penetrative shells into the menacing body of an instant alien. Bomb Blaster launches explosive projectiles at whatever obstructs a mission-driven duck, and Anti-Matter Ray fires a polygon of anti-matter energy to halt any non-Earthling in their tracks. All Earth needs is a half-competent hero to wield them. Daffy Duck?

All is lost! ■



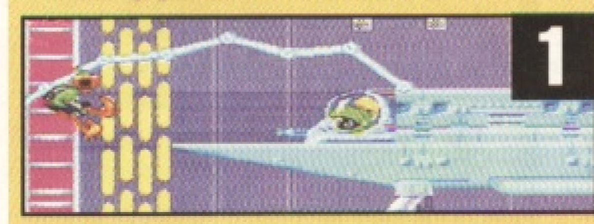
Wahoo, wahoo, wahoo! You know Daffy's finally flipped his beak when he performs the 'nutty attack'.



Like a duck to water the black comic takes a dive. The floating mine, however, is far from funny.

A BIRD IN THE HAND

Marvin may be shy, but when it comes to dishing out pain he's ruthless, mean and very persistant. Here's how to overcome him though...



Wait until the spindly armfinishes zipping around before charging in for the attack.



Stand underneath Marvin and blast away. His laser fire doesn't even come close.



After firing off a few shots, quickly retreat before the circular saw catches up you.



Repeat this drill and Marv's ship soon blows up. This ain't the end of the Mars man though!

Final analysis



"'Ducking awful! Repetitive, awkward and nothing like a true Daffy tale."



"An unfortunate waste of a truly great duck. Nice looking but unfortunately just average."



"Unfortunately, despite the cartoon feel and the impressive graphics playability is too limited."

Final day score

Jon — Level six

129862



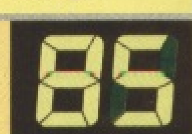
Despite a truly groovy main character, this well-presented game is only just above average due to a frustrating control method.

Sound



Clear, amusing samples are few and far between. Music is fun-packed but can become irritating.

Graphics



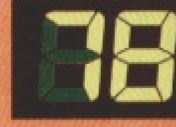
Faithful to the cartoons that inspired them — clear, amusing, and bright.

Playability



Frustrating jump control and weapon select can be darned annoying — requires patience.

Lastability

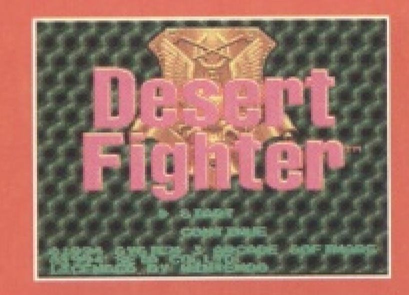


A lasting challenge for all, if only because of the control system. Fun for a while.

Force factor

Switches from being too difficult to way too easy. Sometimes enjoyable, often tiresome polished platformer.





Strategy

Producer.......System 3
Supplier.......System 3

Price.......£49.99
Status.......Official UK Release

Players.......1
Lives.......1
Continues.......None
Extras.......Password System

What the makers say...

Aerial warfare at its gritty best (the sand gets everywhere). Fast, realistic, gripping and deadly — it's real teeth-gripping, butt-clenching action. ■ System 3

Controls



Gun	
Missile	
Afterburner	
Flare	
L	Speed Up
R	Speed Down

First impression



"Graphically not entirely pleasing and the control method's a bitch."



Strategy games ain't to frequent and this looks to be better than most.



"The control method seems a bit tricky but the depth is amazing."

First day score

Simon — Mission Two

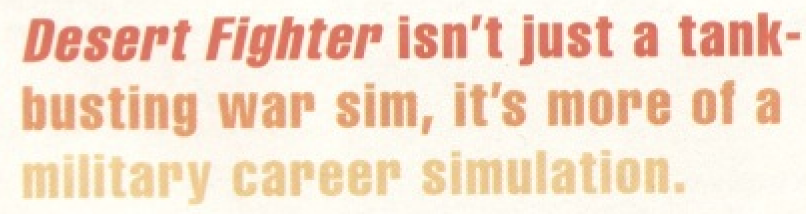
FINISHED

Desert

SNES FORCE **Smash!**

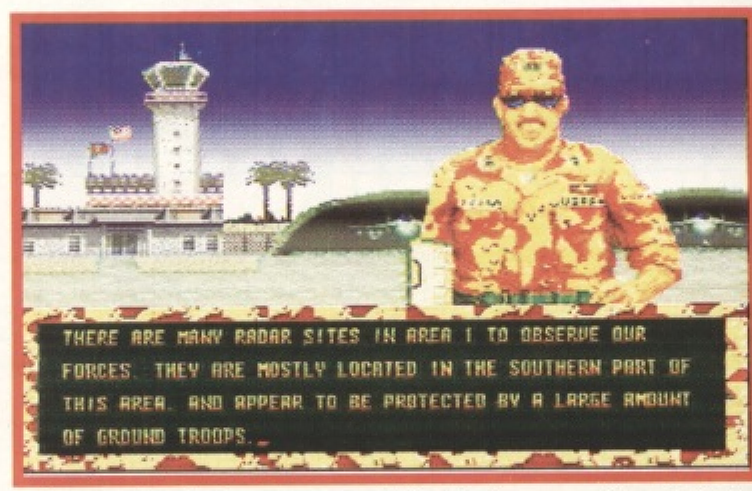
SCUDs, air-to-air combat, tactical desert warfare and all the thrills and spills of battle — does *Desert Fighter* crash and burn or soar into the sunset? Read on...

There's trouble in them there hills, big time. And slightly nearer sea level, in the gulf, there's more than trouble — there's a war. The PDF are wreaking havoc, having secretly allied themselves with a group of hostile alien insurgents ready to conquer weaker Middle East countries. The rest of the world aren't too keen on this agenda and form the Coalition, sworn to end this dictatorial threat.



***Desert Fighter* isn't just a tank-busting war sim, it's more of a military career simulation.**

The coalition mobilises all available troops immediately, and as a high-ranking officer in the US military, you have the unenviable task of giving the orders. *Desert Fighter* isn't just a tank-busting war sim, it's more of a Military Career Simulation. Throughout the game you get a set of three important statistics — the effectiveness of your attacks, which of the two sides currently has the upper hand (according to troops, equipment and cash in reserve), and all-important public opinion. The latter is related to the previous two and its bar graph must be kept healthy at all times or you're sent home in disgrace, an historically unpopular general. It'd probably take a new chip design to properly simulate the 'Schwarzkopf: Media Hero' hype campaign, so you've got to make do without the aid of the tabloid press.

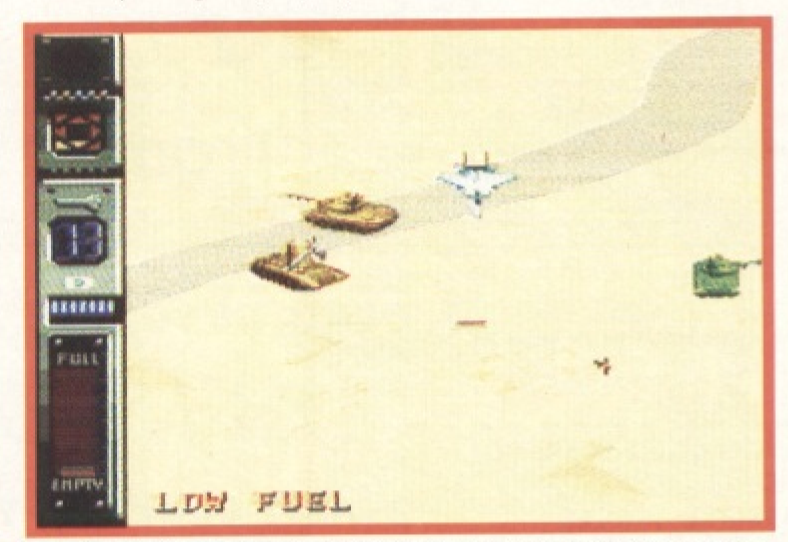


Before each mission, command HQ briefs you on the mission objectives and how you're doing so far.

Objectives are divided into eight separate missions, each containing a set number of sorties. Each mission is sub-divided into multiple zones, which makes things easier by breaking the work down into little blocks which can be started, left and returned to at any point. You have a choice of three different planes when attempting the missions — the A10 Thunderbolt, F-15 Air-to-Air and F-15 Air-to-Ground. The Thunderbolt is a small, easily manoeuvrable craft with good ground bombing capabilities and low fuel consumption. The F-15 is larger and faster, but more costly on fuel, with gun systems that can be pre-set for air combat or ground attacks and an afterburner capacity for sharp exits when battle gets hairy.

The mother of all battles...

All these options are accessed from an icon-driven presentation screen which also provides a direct line to Headquarters, who advise on the number of Bogies (enemy fighters) detectable in the area. A radar map screen can also be called up from here, indicating future attack sites with flashing red lights, partially destroyed units ▶

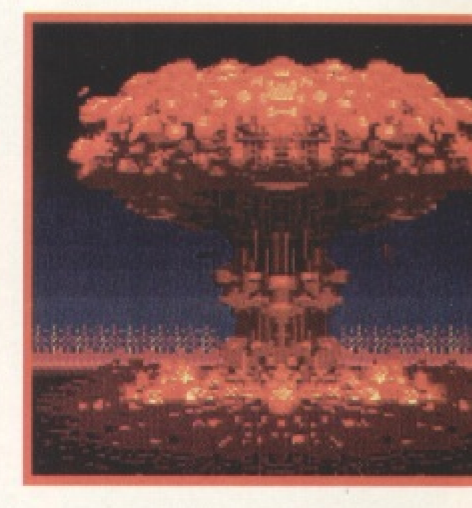


The F-15 isn't so good for air-to-ground missions because of its high speed and incredibly large turning circle.



The A-10 homes in on a radar sight and prepares to attack with a barrage of cluster bombs.

Fighter



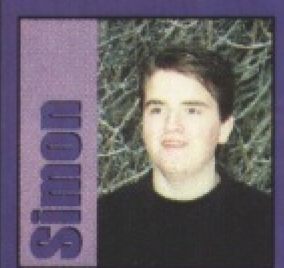


After each mission you're give a screen of stats giving detailed information of exactly how successful your sortie was.



The main tactical screen, from which all battle area information and other helpful intelligence is gleaned.

'Impossible to put down!'



My first impressions of *Desert Fighter* weren't all that great. Graphically it didn't seem that brilliant. I'm not a big fan of *Desert Strike* and on the surface the two seem quite similar. I couldn't have been more wrong — *Desert Fighter* is a quite incredible game that will have you playing into the early hours.

At first glance the graphics don't seem that good, but take a closer look and there's brilliantly detailed scenery. The amount of different war planes and other military hardware included is amazing! Each enemy base is full of attack helicopters and hangar bays full of planes (all of which can be destroyed and usually are!). The background music is brilliant, and coupled with excellent spot effects like the explosions or machine-gun fire you've got something special.

However, the area where *Desert Fighter* really excels is playability. It offers some of the most addictive and engrossing gameplay I've ever experienced. As I progressed into the campaign and the missions became more dangerous, I became more and more captivated to the point that I just couldn't put it down. The only thing that could be said against *Desert Fighter* is the difficulty level. I finished it in day, but that was playing it solidly and the multiple endings feature (depending on how well you do) will keep you coming back to try for that 'perfect' ending.

Basically, *Desert Fighter* is a 'must purchase' and comes highly recommended whether you're a shoot-'em-up fan or not. Just make sure you've got plenty of free time — you'll need it.

94%

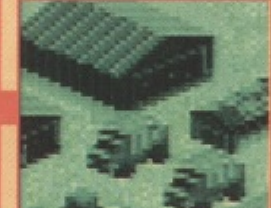
THE WAR ZONE

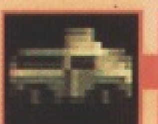
Once in hostile territory you're totally alone. Here's a insight to what's ahead...



Air base: these house the enemy air force. It's very important to destroy them all early as their destruction leads to air superiority, making life much easier for your pilots.

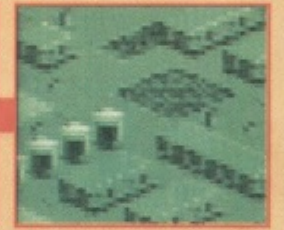
Ground Base: all enemy tanks and ground artillery are based in these buildings, so destroy them! Make sure you don't bomb innocents though as this counts against you.





Jeep with stinger: these may be small but they pack a deadly punch in the form of a fast-moving heat-seeking missile.

NBC Weapons: the evil enemy uses these top secret plants to produce chemical weapons and must be destroyed to win the war. Finding them can be tricky though!





Rapier: deadly accurate, these should be avoided at all cost. They home in on their targets and move extremely quickly.

Rollan A.A: a mobile version of the Rapier and therefore offers more of a threat — keep an eye on the radar!

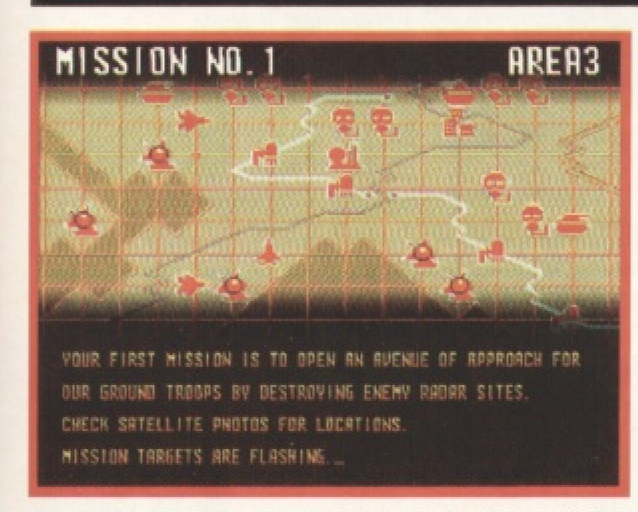




T-80 Tank: the T-80 is the enemy's best tank and is found all over the landscape — use the A-10's air-to-ground missiles.

UN Tank: don't destroy these! U.N. tanks are found roaming around the desert and help destroy the enemy.





The mission screen gives a detailed outline of the mission targets and enemy presence. Each icon shows the precise location of a military target.

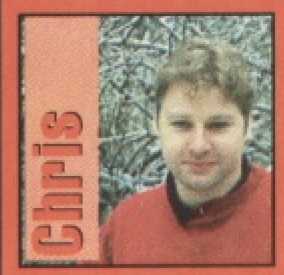


The war is finally over and you go home to a hero's welcome. The war medal is awarded for an average score. There are ten different endings!



The enemy have taken over all the oil depots and it's your job to destroy them — take aim and blast away!

'It's Sa-ddam addictive!'



Almost a year ago I was hooked on *Desert Strike* playing for hours on end and staying up throughout the night to complete it. Then came *Jungle Strike* and, I'll confess, I played it on the Mega Drive after everybody else had left work. I dreamt of the day a SNES version would arrive — to no avail, but who cares? Now I've got *Desert Fighter*! The roar of the F-15 as it guns down enemy fighters, the blast of the A-10's cluster bombs as they wipe out a field of SCUDs, true there's something a little amiss in taking pleasure in causing mass destruction but this is non-stop action and a whole lot more beside.

The strong strategy-based element of the game raises it above *Desert Strike*. The consequences of one wrong move can cause an enormous swing in public opinion, bringing about the failure of the war — and a dishonourable discharge!

Graphics aren't particularly stunning but portray perfectly the intense aura of the battlefield, while the high-energy soundtrack gives the adrenaline rush needed to coax every last effort of piloting skill out of you. Playability is superb. Although initially a little tricky to manoeuvre around the information-packed icon-driven screens, the action soon hots up in the second and third levels. And as for lastability... with ten different endings depending on how you fight the campaign, there's always the incentive to go for for the ultimate prize of the perfect ending.

For anyone seeking a thought-provoking alternative to traditional blasters, *Desert Fighter* is an essential purchase. Whaddaya waiting for? Your country needs you!

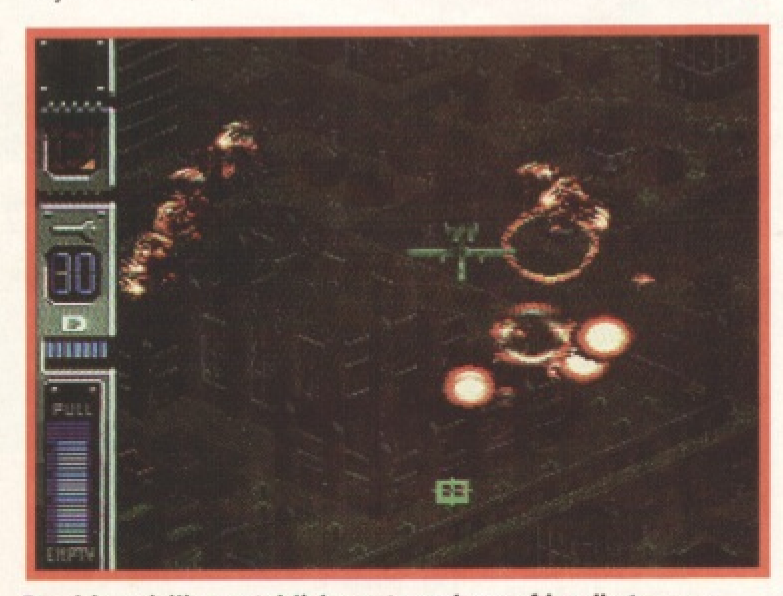
91%

with yellow, and those reduced to rubble with a jagged green outline. The hangar is also reached from this options screen, where you can choose your plane from the three on offer. After a reminder of attack sites and clearance from HQ, another icon takes you straight to combat.

...not to mention the cousins

Play is viewed from an overhead/side viewpoint, with green crosshairs for missile sights. Virtually everything can be blown up, but keep one eye open for the green Coalition reinforcements, which don't help much, but seriously damage public opinion ratings if fired upon or (heaven forbid) killed. Reminders of any such mishaps feature in the GNN News broadcast following the two sortie-result screens. There are plenty of different broadcasts to keep you amused with their digitised TV screen effects and realistic newscaster commentary. All game developments are covered, from the aforementioned 'friendly fire' to praise for accurate bombing and dare-devil flying, plus updates on enemy oil fields, radar and towns left operational.

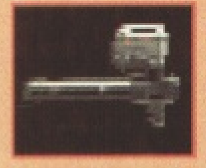
Once the outcome is decided, you're treated to one of ten extra-long bulletins from GNN, informing you of your performance and overall rating (from Best to Disaster). Being a true simulation, *Desert Fighter* even advises your next possible career move. Politics is a popular choice for ex-officers who've retained some public face, the ultimate ending being returning as conquering hero with plenty of cash in reserve with which to run America, which you've just been elected President of. As the sun sets on another battle-filled day and you recap the day's victories, remember — all's fair in love and war...



Bombing civilian establishments and over-friendly troops results in the loss of moral and public support.

WICKED WEAPONS

To make the missions a bit easier there is a great selection of weaponry.



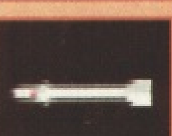
Air-to-air gun: fitted to the F-15, this weapon is deadly in close combat.



Chain gun: fitted to the A-10 and powerful — a good tank-buster.



Cluster bomb: covers a huge area. The best weapon the coalition have.

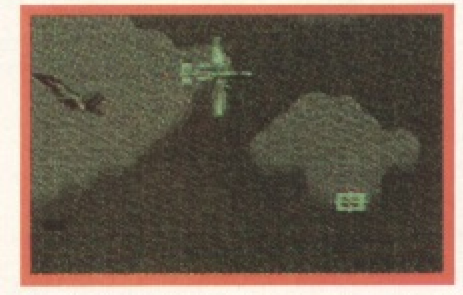


Maverick: air-to-ground missile, perfect for taking out ground targets.



Sidewinder: the best air-to-air weapon, perfect for enemy jets.

Smart bomb: air-to-ground weapon, more powerful than the maverick.



The A-10 is in trouble due to its lack of air-to-air capability and the enemy F-15 in hot pursuit.

Final analysis



"Excellent! Easily the best game if its kind and once you're accustomed to the controls, it's a God."



"An amazing game offering hours of incredibly addictive gameplay — a must have!"

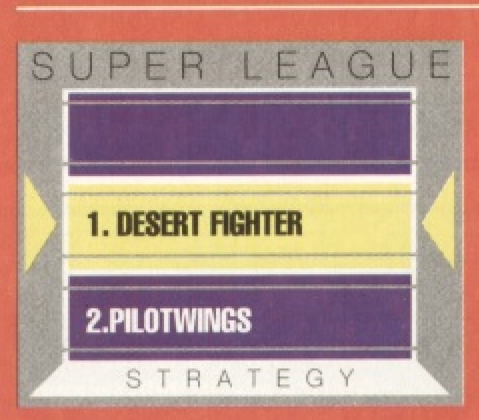


"What a brilliant game! There's so much of it, it kept me entertained for hours — love it!"

Final day score

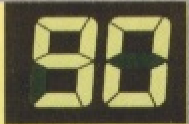
Simon — With servive medal

FINISHED



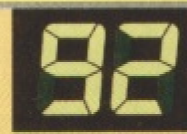
Storming into the charts at a stunning number one, *DF*'s depth of gameplay ensures lasting variety and challenge.

Sound



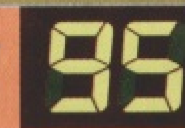
Excellent music helps create the right atmosphere. Spot effects are also top notch.

Graphics



Scenery is repetitive but sprite detail makes up for this. The intermission screens also look great.

Playability



From the moment you start playing you'll be hooked — you'll have a tough time putting it down.

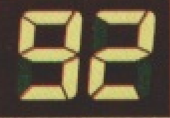
Lastability

91

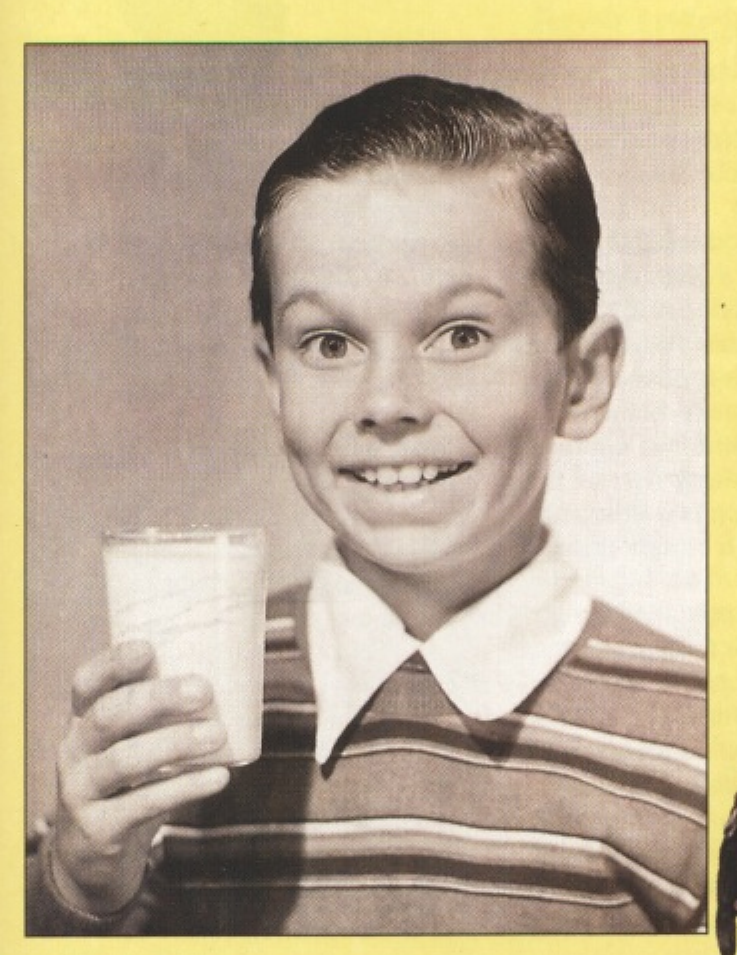
With ten different endings it'll have you playing for many a long night.

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And then they'll have to take you seriously.

FIRST SAMURAI







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Special Delivery

Welcome to the new-look Special Delivery. This is your place to ask questions, offer advice and most importantly have fun. Enjoy...

Teleport-a-no-no

Congratulations on your new magazine.

I am writing to say that I would like SNES FORCE to give free posters away each month in a plastic bag. Posters like *Street Fighter II Turbo* or *Mortal Kombat* and other top games.

I have some questions for you.

1. I have the American version of *SFII Turbo* and can never do Dhalsim's yoga teleport — is there an easy way of doing it?

2. What should I buy — *Exhaust Heat II, Top Gear II* or *Mortal Kombat*?

3. Is the Score Master Joystick any good?

Hope you print my letter — BYE!

■ **Gareth Cavill, Dereham, Norfolk.**

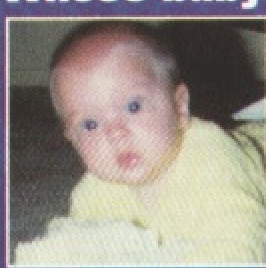
1. We've had loads of phone calls concerning this move and the simple answer is no. You'll just have to keep practising!

2. It really depends on what syle of game you enjoy most. I recommend *Exhaust Heat II* because of its excellent gameplay. Incidentally, System 3 are releasing it officially over here early next year as *Ferrari F1 Challenge* — so now you know!

3. Personally, I don't like any of these so-called arcade sticks but technically the Score Master is one of the best available. However, take it from me — you can't beat the SNES's original controllers!

simon

Whose baby is this?



Take a look at this lovely young lad. Little did his mother know that all these years laters he'd grow into top SNES FORCE Superstar. But which of the young SNES FORCERS is he? A chirpy Charlie? A bouncy Bruford? A happy-go-lucky Simon Hill? A wistful Will? A cute 'n' cuddly Christo? Or a kick ass Chrissy H? Write in to 'Whose Baby' at the usual adress and tell us. The first correct answer out of the smelly nappy gets a mystery prize.

Awards?

Your mag's great! Keep it up, I've a few questions to be answered, so here goes:

1. I'm confused! In Issue Four you reviewed *Mario All Stars*. In the Super League it got to number two, but in issues since it's a number one, ah?

2. STILL CONFUSED! In July your mag started, so I was gawping at my mags and I noticed they go: July, August, September, October, AWARDS, November. Awards? What the heck's awards? And what month did this come out in, I just don't get it?

3. Why did the Big N not allow the blood and guts on *Mortal Kombat*? Sega's got it, that's one to them isn't it?

4. Will the *Super Bomberman* party pack be available in the UK? And which is best — *Mr Nutz* or *Zombies*.

5. Last of all, gimme some posters (please)! My walls are crying out for more posters.

Thanks a bunch!

■ **Matthew O'Brien**

PS: *SFII Turbo*, *Super Putty* novels are as good as the mag, right on Will!

1. Well spotted Matt. The Super League is our opinion (that month) on the hottest games around. Rather than being a complete relisting of the directory we're telling you the office favourites — what we play most. When games are similarly rated this gives you an indication of which we prefer. Our favourites can — and often do — alter, so don't be surprised to see a couple more changes.

2. Rather than producing the usual 12 magazines a year, the powers that be have decreed that we have to write 13 issues. Although we thought of a flawless excuse as to why we could only make 12 issues (there's only 12 months) we got told quite politely to 'go away'. Hence the thirteenth issue which is a Readers Awards special and a bloody good read as well.

3. You could say that's one to Sega, but then take a look at the sound and graphics and you've got to say that's 2-1 to the big N!

4. Our sources tell us the *Super Bomberman* pack will be available and of the two games you mentioned both received a SMASH! 90%-plus rating so rest assured you're onto a winner either way. Personally I prefer *Mr Nutz* though those with a darker side to their character will love the B-movie feel of *Zombies*.

5. As for a poster... your wish is our command. And on the subject of a new book, stay tuned next issue for a real treat!

chris

Time for action

Thank you, thank you for saving me from a nervous breakdown. Each month I wait eagerly for the day when the next most excellent issue of SNES FORCE comes out.

But I am in dire need of some serious help. Each month you print cheat passwords for *Super Mario World*, but you don't tell us, stupid and utterly half-witted mortals, how to put the passwords in. It's driving me crazy. Help! Oh! Sorry about that! I wonder could you possibly help me out on this perhaps trivial question? Otherwise I



This is a letter to Will. First of all I must say that, while reading the letter pages in SNES FORCE, nearly everyone is saying what a 'good' and 'excellent' mag this is. Well if it wasn't good, no one would buy it! I can't help thinking there's a lot of crawlers out there after free goodies! And I think the people who don't know your gender are incredibly thick! For the last and final time Will is a man, so get off of his back dumbos!!

Maybe if you open your eyes a bit more to everything you would know! So stop picking on Will because you've got nothing better to do. Oh, and just some advice for anyone who wants to buy *Alien vs Predator* or *Ultraman* — DON'T. By the way, Chris H looks a bit ill with his red eyes, maybe he should see a doc. I must say, it's amazing that this is the only mag where all the team (staff) are good looking. Keep up the good work, oh hunky ones.

■ **Dee, Dulwich, London**

Dee from Dulwich, you're my heroine. Words just can't convey how moved I am that you took the time to write in defense of me, when so many others are content to mock. You're great. Can I marry you?

As for *Ultraman* and *Alien Vs Predator*, well, it goes without saying. And Hayward? We took him to the local GP but for some reason he took offence at Chris' claims of having caught bubonic plague at a show and refused to prescribe anything. However, after the incident with the car-flattened squirrel, the guts from a Moulinex hand blender and the electricity conductor he *is* seeing a reputable psychiatrist on a regular basis.

Thankyou once again, anyone else who wishes to write to me on the subject of my (apparently questionable) gender knows what they can do with their opinion. Roll it up and shove it up their... androgyny! Get a dictionary, folks.

think I will kill myself. Ahhhh!!!!

Thank you very much, you gorgeous hunks.

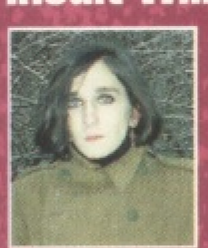
■ **Trisha Friend, Tadworth, Surrey**

PS Keep up the excellent work!

Flattery will get you everywhere! The passwords you refer to are Datel Action Replay or Hornby Hobbies' Game Genie codes; the former being coloured in red, the latter in blue. Both are cartridge-shaped 'game enhancement' devices allowing you to enter codes into a game creating effects from extra lives to custom moves. If you'd like to find out more about these devices call Datel on 0782 744707 and Hornby on 0843 225555 — tell them SNES FORCE gave you the information!

chris

Insult Will for Cash!



Over the years Will has has taken some pretty rough insults, so many that he's developed thicker skin than Rhino hide. If you think you can out insult him we'll give you £20. We don't fancy your chances against our top put-down merchant but hey, you can try.

Look at this pic and come up with the most original insult you can think of. Send it with a photo of yourself (for Will's reply) to Will's a @*!!&@ at the usual address.

Lethal enquiries

First of all I must congratulate you on producing an excellent magazine that has everything.

The reviews are top notch, along with the news update and release dates. It is also good that you take a wide interest in movies and the best stars, like myself.

Now I have some questions that I'd like you to answer:

1. Which do you think I should buy in terms of lastability; *Sunset Riders* or *Jurassic Park*?

2. Someone told me you couldn't complete *Jurassic Park* unless you played it non-stop for a day or so. Is this true?

3. You mentioned that *Lethal Enforcers* might be coming out on the SNES with the plastic gun. Will this boost the cost of the package a lot?

4. Why are the Sega (Mega CD) adverts so appallingly crap?

■ **Simon Baker, Birmingham**

1. *Jurassic Park* by miles! *Sunset Riders* is fun but it simply can't compete with the huge playing area and missions of *JP*.

2. In a way, yes! There are no level codes in the game so unfortunately this forces you to play it all the way through in one sitting.

3. As we reported in the news section, because of the high cost of bundling the light gun with *Lethal Enforcers*, Konami are having second thoughts about whether or not they are releasing it in this country. Import copies should be avalable but will carry the usual inflated price tag!

4. You've answered your own question really — it's because they're made by Sega!

simon

Back trackin'

I'm writing in order to gain any information on how to acquire back copies of your great magazine. Having bought SNES FORCE from Issue Three onward, I would like to complete my collection by possessing Issues One and Two.

I hope you will be able to contact me soon with this valuable information. I will be most grateful. Could you also include any costs of purchase, for example p&p?

Yours faithfully

■ **Gareth Owen. Dover, Kent**

After reading these pages take a quick flick to our bargain subscriptions offer on page 76 where you'll find all the information you need to get your back issues. Better be quick though, there's only a handful of issues one and two left, and hang onto them — they're going to be worth a fortune in couple of years!

chris

Mortal Kricketbat

I get your mag every month (I have every issue). I think it's really ace, my brother gets scabby old NMS — I think he's an idiot. Please could you answer these questions, urgently!

1. I was thinking about what joystick to buy and I like the look of Saitek Megamaster 1 (it was advertised in your mag) — what rating would you give it out of 100%?

2. On *Mortal Kombat* I can't do Rayden's or Kano's moves. I got the issue with the review in but it hasn't worked. Some people say Rayden's death move is forward one, back three and high punch. You say it's forward two, back three. Is there an easier way to do Kano's as well? Please help!

3. Are there any cheats for *Mortal Kombat*? I hear there's one to control Goro and Shang Tsung — is this true?

4. What game should I buy out of *Super Mario Kart, Super NBA Basketball, Super Soccer, Starwing*, or *Bart's Nightmare*?

5. Do you know any cricket games for the SNES?

Yours faithfully

■ **Michael King, Paignton, Devon.**

1. The Megastick is pretty good, but I still say they're harder to use than pads! Out of 100% I'd give it about 80% but no more!

2. Rayden's death move is forward twice then back, back, back and high punch together. To do Kano's, stand close and move the pad from down to down-forward and finally forward and low punch.

3. Once and for all, there are *no* codes to let you take control of Goro and Shang Tsung!

4. *Mario Kart* is probably the best of the bunch but a little limited for the solo player. If you're a sports fan I recommend *Super NBA* — it's brilliant.

5. Good news. Laser Beam Software — the team behind the impressive *Shadowrun* — are planning to release a cricket game in the early months of 1994. There are no firm details as yet but rest assured — you'll hear about it first in SNES FORCE.

simon

Do you want to win £20!

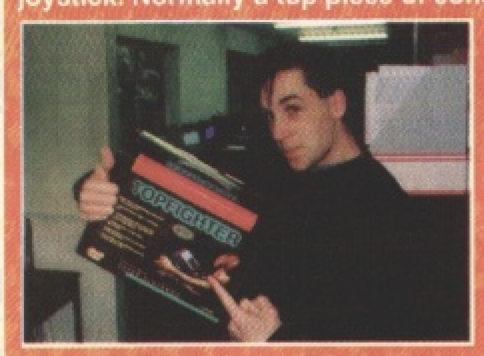
This is the *Shadowrun* envelope we were sent by Emlyn Morris of Yorkshire. We're impressed, we never knew you readers had such aesthetic talents. So impressed, in fact, that we're sending Emlyn a crispy new tenner by first-class post, and offering one such folding note every month to the reader who sends in the most original, amusing and generally entertaining envelope. It doesn't have to be a Michaelangelo (although we will accept priceless grand masters if necessary), just a decent scribbling, if your artistic talents aren't up to much you can always liven it up with a theme or joke.

Conditions: No Mario envelopes (unless justified by a totally original new torture-based slant) and no Mario Vs Sonic envelopes (period!). That's it. You can decorate any envelope for any offer/competition/voiced opinion you wish, all mail is automatically entered, or just mark it 'envelope art'. The usual address applies, turn to any competition this issue to find it.



Win a Top Fighter Arcade Joystick worth £70!

Got *Street Fighter II*? Want to recreate that Arcade atmosphere in your bedroom? What you need is a sturdy Topfighter programmable arcade joystick. Normally a top piece of console equipment like this would set you back a whopping £70 but you've got the chance to win one. All you have to do is send a signed photo of yourself and a reason why you deserve this great prize, enclosing your name, address, age and telephone number to Give Us Some Stick, SNES FORCE, Impact Magazines, Case Mill, Ludlow, Shropshire SY8 1JW. Entries to arrive no later than 15th January.



Keep the mail pouring in and get filling in your compo entries. More from the mailbag next issue.

Become the ULTIMATE GAMES PLAYER in just four weeks*...

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London, England

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Richard Meathooks
Estoril, Portugal

"I've read other magazines before, but I've never had results like this! I've become a real hero."
Bruce Wayne
Gotham City, New York

"Before I was a sad loner with no mates, but now I can even beat Metro. It definitely worked for me!"
Prudence Pottedplant
Isle of Sheppey, Down South

Back Issues

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All available back issues are £2.25 including p&p.

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Issue Four ❐ Issue Five ❐ Issue Six ❐
Issue Seven ❐

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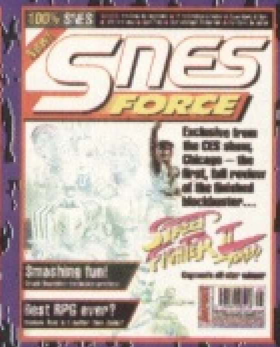
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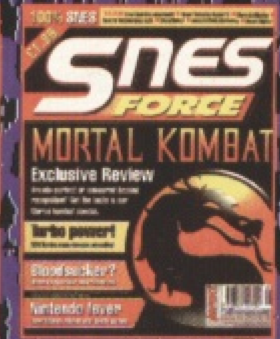
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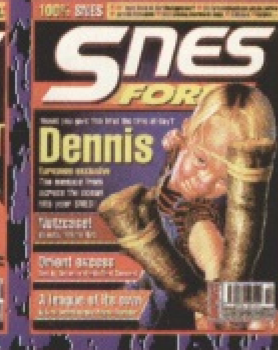
Issue One
Alien 3 special ● The Lost Vikings ● Taz ● Zelda solution part one



Issue Two
SFII Turbo ● Shadowrun ● Striker ● Super Star Wars guide



Issue Three
Mortal Kombat ● SFII Turbo special ● Zelda solution part three



Issue Four
Dennis ● Mario All-Stars ● Player Manager ● SFII Turbo solution



Issue Five
Super Empire Strikes Back ● Alien 3 guide ● SF II Turbo Part two

Issue Six
Flashback ● Goof Troop ● SFII Turbo solution part three

Issue Seven
Dragon ● Ranma 1/2 ● Cool Spot ● Shadowrun solution

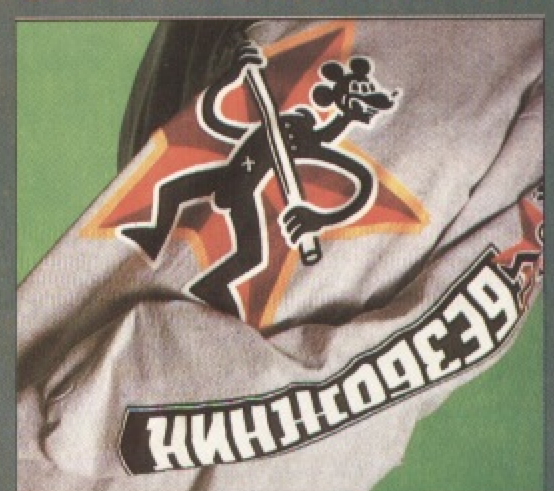
BACK ISSUES

If you're a recent convert to SNES FORCE you'll be pleased to know that a handful of back issues (Issues 1-5) have just about sold out!) are still available at the bargain price of £2.25. To place your order simply fill out the relevant section in the coupon on the left.

*Maybe

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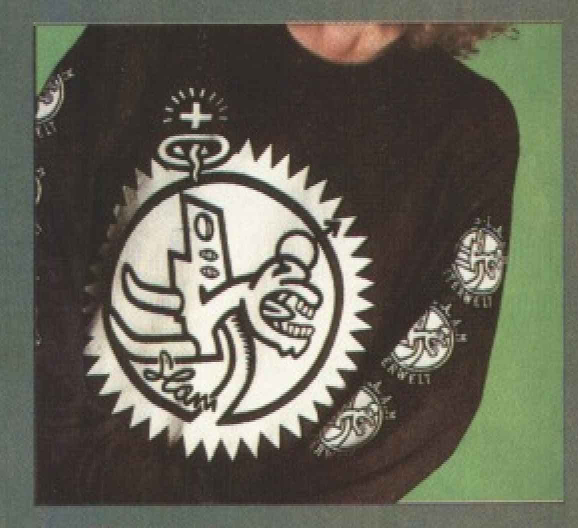
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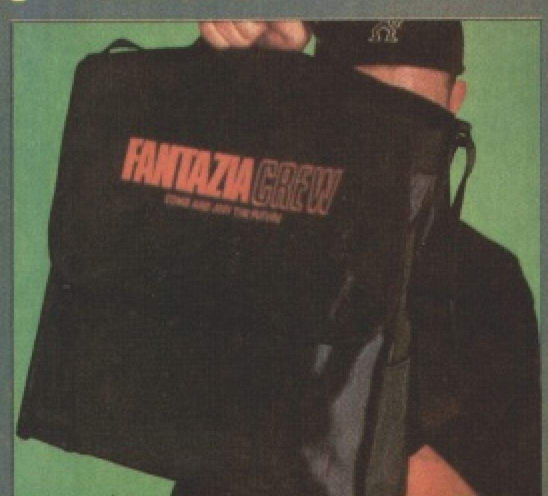
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SPECIAL READER OFFER • SPECIAL READER OFFER

The Complete solution

Welcome back and a merry Christmas to you all. We get ready for 1994 with guides to *Shadowrun* and *Pop 'n' Twinbee*, not forgetting six pages of small tips listed in the index below. Enjoy!

Index...

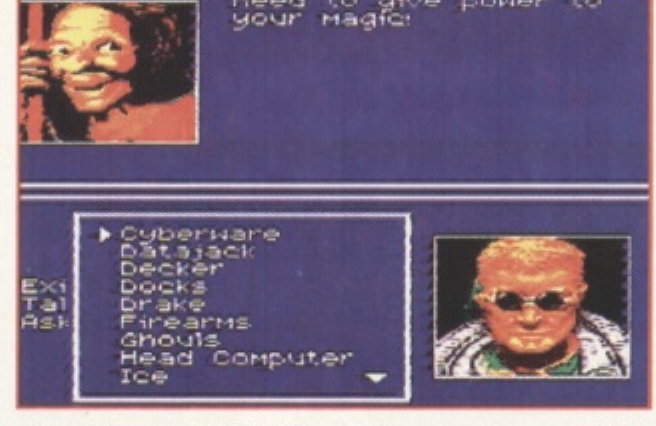
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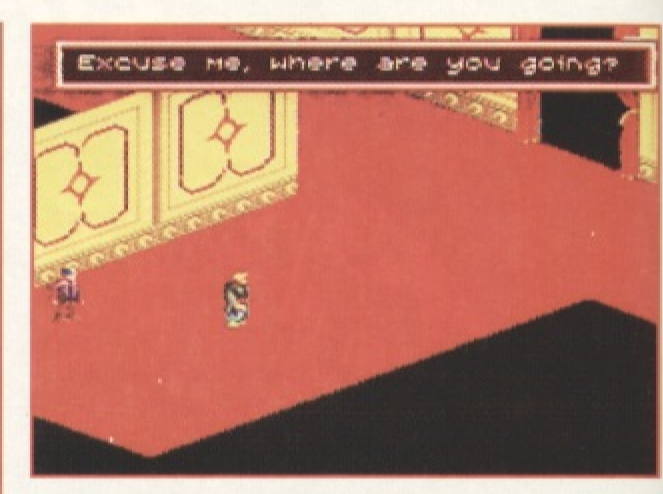
Shadowrun
Complete Solution

It's time to get back into adventure mode for the final installment of our definitive *Shadowrun* guide. At last your murderer is revealed...

Go back to Jagged Nails and Kitsune, ask her about JESTER. She gives you the key-word DARK BLADE, a gang whose residence is just down the road. Talk to the CLUB MANAGER now and ask him about DARK BLADE, then ask the barman about VAMPIRE, then the Club Manager again about STROBE. Take the Strobe Light and phone the magic shop, and ask



Moonriver about DARK BLADE so he gives you their phone number. Give 'em a ring and ask Stefan the receptionist about the MAGIC FETISH and he opens the doors to the DB's mansion. Armed with Stake, Strobe and replenished energy, find Stefan in the



Dark Blade's lobby and ask him about MAGIC FETISH again. Follow his instructions and find Vlad the Vampire, leader of the Dark Blade. Raid both his computers for ten grand and an informative Data File. Remember what the Shaman said about he who seeks the Magic Fetish being a bearer of untruth?



Well he meant Vlad and he wasn't wrong, this parasitical pest lies through his... er, teeth!

Chat to him anyway and use a few Key-words, then he minces off through a wall. Rampage! Run



SMALL TIPS

Asterix
Infinite energy 7E05F003
Timer stops 7E05F907
Infinite lives 7E05FD03

Jurassic Park
Infinite lives 7E02A304

Pocky & Rocky
Infinite lives for Pocky 7E006A03
Infinite lives for Rocky 7E006B03
Infinite Smart Bombs for Pocky 7E006601
Infinite Smart Bombs for Rocky 7E006701

Shadowrun
Infinite cannons 7E0A509
16 Million Nuyen 7E3C0FFF
Infinite Karma 7E3C11DD

Super Empire Strikes Back
Infinite lives 7E01AC05
Infinite energy 7E0CF620
Infinite energy for Taun Taun (you'll need to turn the Action Replay off to kill some of the bosses). 7E0CF841

Aladdin (UK)
Level 2 Genie, Monkey, Aladdin, King
Level 3 Jafar, Monkey, Princess, Genie
Level 4 Genie, Jafar, Aladdin, Monkey
Level 5 Monkey, Aladdin, Genie, Princess
Level 6 Jafar, Princess, Aladdin, Jafar,
Final Battle Aladdin, Princess, Monkey, King.

NHLPA Hockey '93
Another superb EA sports game. One of the best two-players in the whole of video gamedom, NHLPA can

run

Part Two

around a bit and explore the other rooms, killing Stefan and others in the process, get the Mesh Jacket from one of the bodies and the key from the bookshelf, both in the East wing (room on the right).

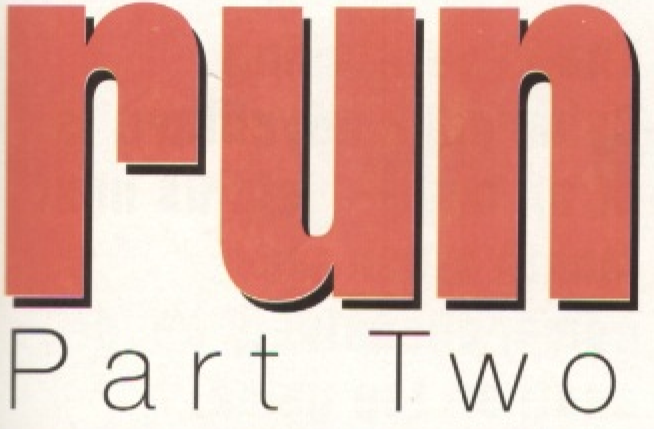


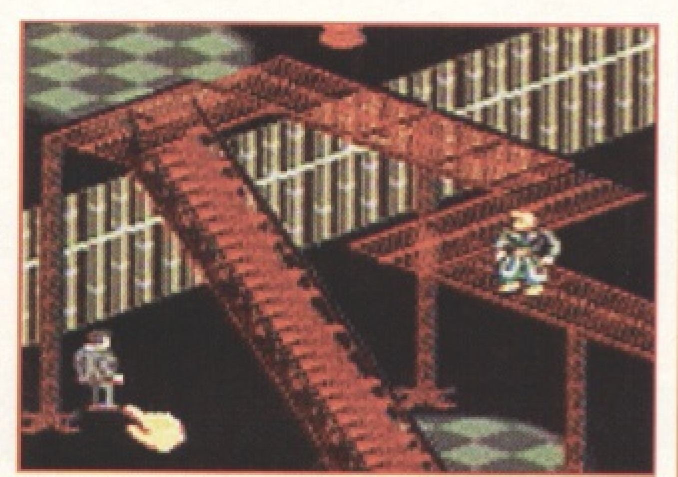
Now take the key and kill the two geezers in the room with the gate in it, open the gate and run through the vaults as quick as you can to avoid the Ghouls, bursting into the final antechamber. Waste Vlad's hench-zombies then use the Strobe so he can't see. Stake the fiend and ask him about JESTER SPIRIT,



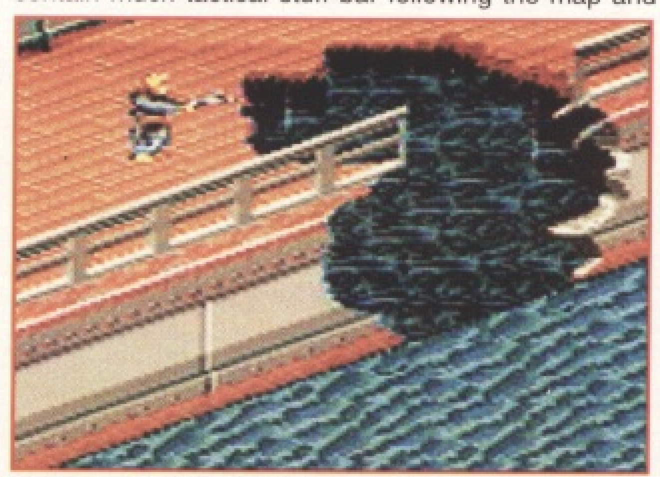
then stake him again and ask about NIRWANDA, then keep doing that until he breaks down and comes clean that Jester's real name is in fact LAUGHLYN. Stake him one last time and he dies, leaving some spare change to the tune of 5000 Nuyen. It's worth noting that in the right-hand corner of the Dark Blade's grounds is the best weapon shop in the game, where you can get an UZI sub-machine gun now, or a full assault cannon if you can wait for new stock to come in.

So you've got a place name (BREMERTON), time to go see the ferryman and get the key-word DOCKS from him. Try going there… unlucky, better go to

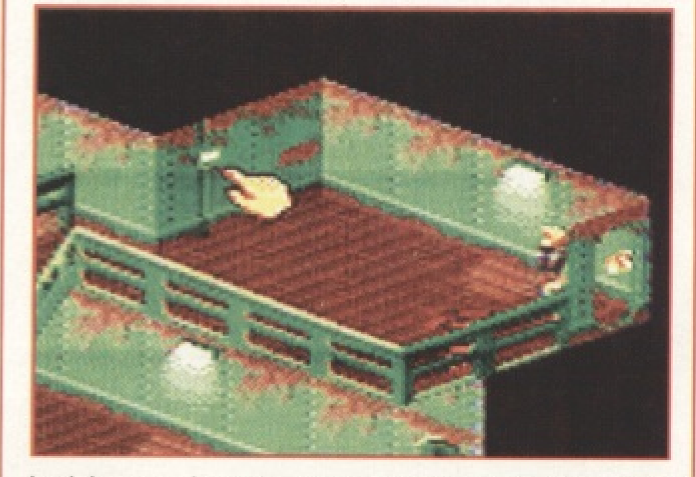




WASTELANDS Club. At the bottom of the stairs is a bloke in a suit, go get the key-word ICE from the barman and ask the suit about it. When he asks where to put it tell him the DOCKS. Now return and safe passage to the big, rusty old ship which turns out to be Bremerton is yours. Now, the ship doesn't contain much tactical stuff bar following the map and



remembering to use Heal and save games when your energy's low. The first door is opened by the crowbar left by Rust Stiletto's orcs, and the water from an unclean source is the toxic water left by the slimy grey blob; simply use the Potion Bottles from the magic shop on it. The clean source is the fountain outside the mortuary. We've had a few calls from people who



hadn't sussed out the switches — if a door refuses to open look for little white rectangles on the walls, and if in doubt when there's more switches than doors… flip it! Visit the safes in numerical order as shown on map, and on the staircase with switches don't bother with the first, flip the second, go back and do the first, wait, sigh, do the first one again, do the second and proceed in an orderly fashion.

The green bottles of Toxic Dissolver get rid of those irritating green slime-things on the floor, and beyond that is a portal to the real Bremerton dimension. You can't avoid the grenades on the floor in front of it and they do up to around 24 HP damage so calculate the odds against survival, step on 'em and save the game. Into the void…

Run past the zombies and keep going, shooting

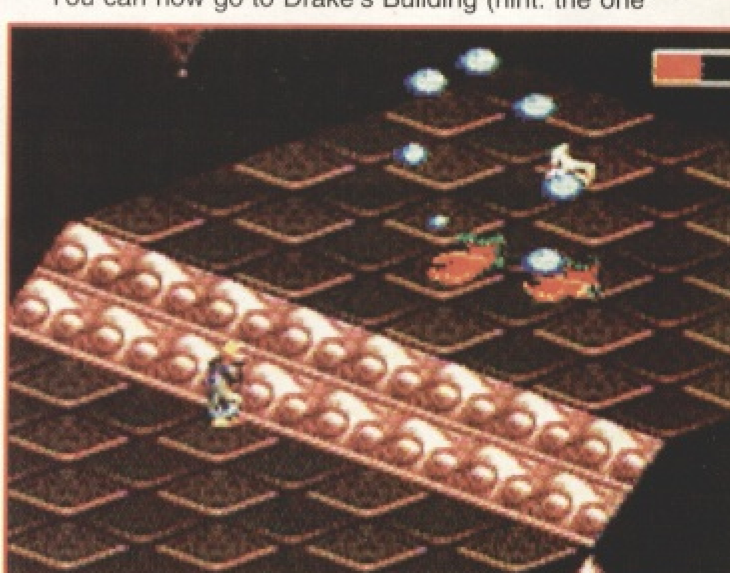


'Bubbles' along the way, and killing the Naga if you've got life to spare, until you face off against the Jester himself. Ignore his eerie cackling and keep shooting him, moving away in time to avoid his projectiles if things get hairy. After a while he taunts you, and you can now click on his mask and talk. Ask him about LAUGHLYN and voilá, karma aplenty and a pocket sized Jester key fob. Ask him about DRAKE and he gives the key-word VOLCANO. Slip him in your



pocket and go see Dog for some more spells, one of which needs the ink from the octopus in the warehouse at the far end of the docks, along with the mermaid scales from the sunken section almost opposite Dog's warehouse.

You can now go to Drake's Building (hint: the one

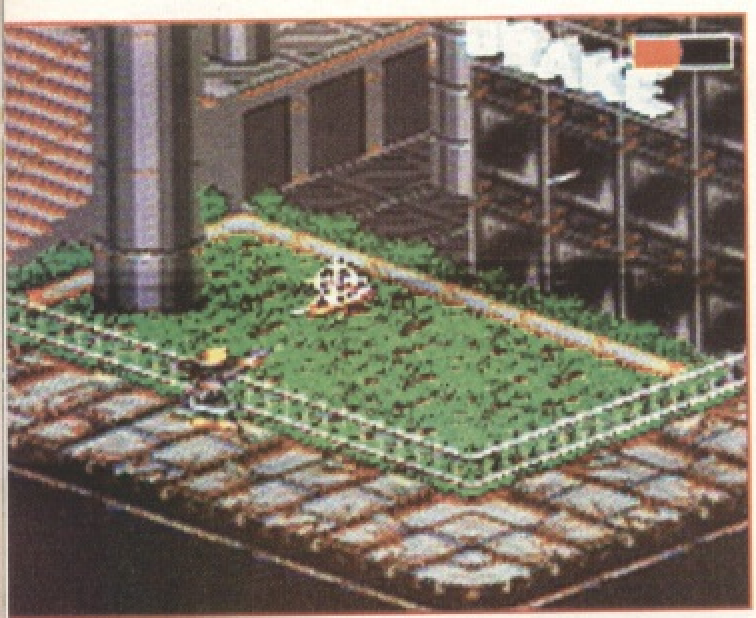


gamedom, NHLPA can be mucked around with rather nicely with these time-warping Game Genie codes. Now get out and get some ankle-slashing action!

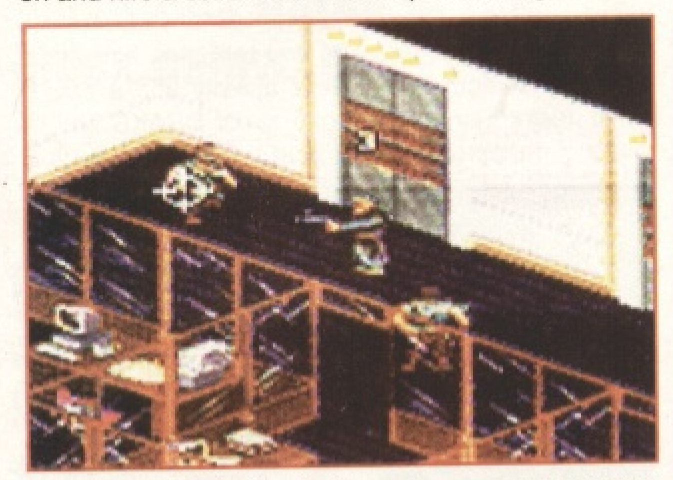
Period clock runs faster F11604776
Period clock runs slower DO604776
Period clock runs much faster OD604776
Period clock runs much slower DF604776
Period clock is frozen (No time limit) C2694D86
Each period lasts:
1 minute 7AE84D98 & DDE84DB8
3 minutes 56EA4D98 & DDE84DB8
4 minutes 80E84D98 & DDE84DB8
15 minutes 60E84D98 & DDE84DB8
30 minutes D6E84D98 & DDE84DB8
40 minutes 1DE84D98 & DDE84DB8
60 minutes FDE84D98 & DDE84DB8
All penalties last:
1 minute DF313F64 & CB313FOF
4 minutes D0313F64 & CB313FOF
7 minutes D5313F64 & CB313FOF
9 minutes DB313F64 & CB313FOF

Parodius

Here are some excellent Game Genie codes for this excellent game.
Infinite lives 3C8OD7OD
Extend lives up to 15 FDB96FA6
Start new life at speed 2D486A764
Start new life at speed 3D486A764
Start new life at speed 4DO86A764
Always start new life with a power-god DD84DF67
2 units of optin when first activated 628BADA4
Start each new life with a

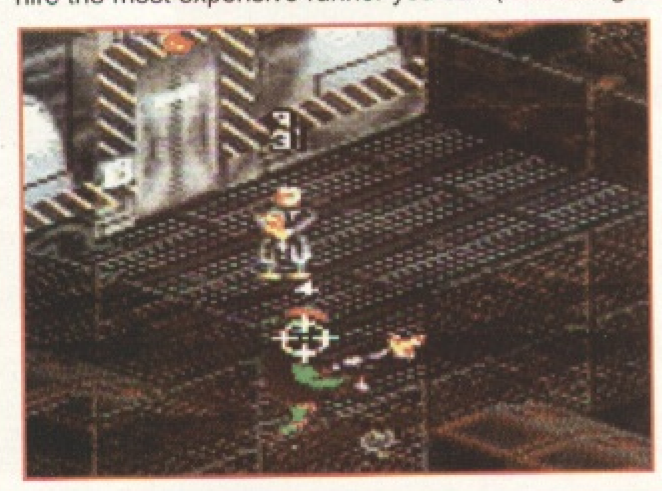


that says DRAKE in big letters down the side) and access the computer there, if it displays a 'password needed' message then examine the password you got from the Rust Stilettos' leader. It's useful to have good computer skills from now on so pile the karma on and hire a solid Runner to help with the guards on



each level. All of the six floors has a computer with information on it and another which activates the lift to the next level. Both must be hacked to *pieces!*

Once on the roof, talk to the 'copter pilot and get him to take you to the Drake Volcano (where the despot is hiding if you haven't already twigged) — ringing him up with the phone number you got is optional. When you arrive at the volcano things get tougher — imagine the Drake building only with red strobes, a background like the industrial section in Crystal Maze and troll deckers *all over* the place. Not to mention sentry guns, grenade-wielding scientists and a map less sane than the Queen Mum. Wise to hire the most expensive runner you can (he won't get



far!), walk around collecting as much Karma as possible and putting it on your body and Heal Spell Skill, and get the best armour you can afford (try the Dark Blade weapon shop for a full body suit).

The plan goes like Bremerton crossed with the Drake Building — wade in there with guns blazing,



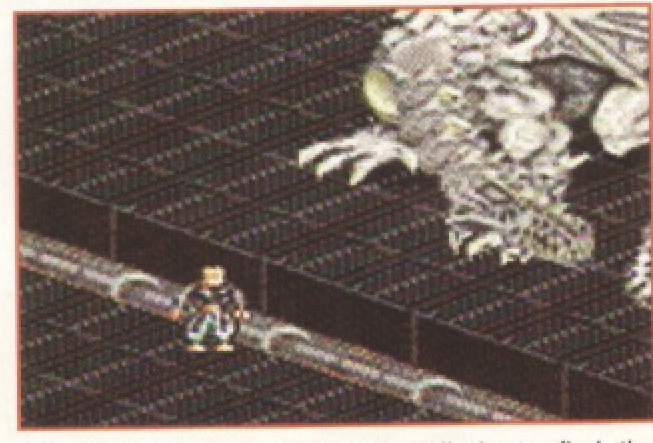
bust as many computers as it takes to get to the final sub-level, save the game *again* and get past all those guards to face Drake himself.

Yes he's a Dragon, and if you didn't know already then give up because killing him is seemingly impossible at first. One of the computers somewhere in the volcano has a data file containing an ace Shadowrunner's phone number. Don't miss it, she's really cool! Drake is dispatched by halting your fire and moving when you can to avoid his fire attacks

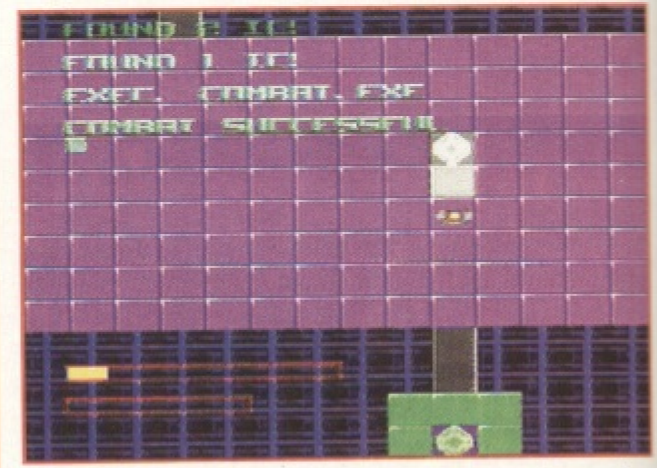


and ice spells. Use the Jester Spirit when right up against the border under Drake's head as he must be close to work, although he doesn't do very much and there's a lot left down to you. Persevere, Drake can be killed.

When the big, ugly lizard finally turns to stone go



to the door on the left and walk in to find the professor. Talk to him and he gives you the key-word HEAD COMPUTER (in case you lost it after the Street Doc gave it you). Ask him about this to get outta there then go see your mate the Dog Spirit. More spells later you're ready to wend your weary way to the final hurdle, the Aneki Building. Now



you've got the access code from the prof, use the little black square computer in reception to get into this previously barred office block. Use basically the same strategy as for the Drake Building, but guards are tougher and the computers horribly complex. It's even worth hiring Steelflight and buying him some decent armour and stuff then healing him after a battle, some of the computers are that difficult. The very last, utterly final, end guardian computer is the size of your apartment back in Tenth St and guess what?

It's easy. You may now sit back and enjoy the credits sequence, and start saving for the promised *Shadowrun 2*!!!

GENERAL TIPS.

It may seem obvious, but please don't forget to save your games as often as is needed, it'd be a waste of these groovy tips! We leave it to your discretion as to when, and only point out the blatantly obvious times, so don't wait to be told. Same goes for hiring Shadowrunners, and you should never do it until you know you've a big job ahead as they tend to leave after a certain time, how long depends on your Charisma and whether or not you bought Cyberware.

The left-over Giant Rats in the Rat Shaman's sewer are a relatively easy source of extra Karma Points, as are the relentless Ghouls.

Pick up everything you can, as we haven't listed *all* the items needed for spells, and you have very big pockets.

The breathtaking Cyberpunk adventure is at an end — join us next month when we comprehensively cover another top game.

shield 628BAF64
Never lose power gods (turn off blizzard mode)
4A37A76F
Start on:
Level 2 6C676DAF & 10676FDF & D4676DDF
Level 3 6C676DAF & 10676FDF & D7676DDF
Level 4 6C676DAF & 10676FDF & DO676DDF
Level 5 6C676DAF & 10676FDF & D9676DDF
Level 6 6C676DAF & 10676FDF & D1676DDF
Level 7 6C676DAF & 10676FDF & D5676DDF
Level 8 6C676DAF & 10676FDF & D6676DDF
Level 9 6C676DAF & 10676FDF & DB676DDF
Level 10 6C676DAF & 10676FDF & DC676DDF

Bill Laimbeer's Combat Basketball

2 point shots worth 3, 3 point shots worth 4
76BFA4AF
All shots worth:
1 point 1BBFA7DF & DFBFA7OF
3 points 1BBFA7DF & D7BFA7OF
4 points 1BBFA7 & DOBFA7OF
5 points 1BBFA7DF & D9BFA7DOF
6 points 1BBFA7DF & D1BFA7OF
Each half lasts:
0:30 DDB467DF
2:30 D4B467DF
3:30 D7B467DF
4:30 DOB467DF
Start with $8,398,6086
DC564C6
Start with $16,721,680
EEC564C6
No money deducted when trading (must have enough money)
C2BE6D4B & 6DBEAD4B
Timer continues to count when time out (press [START] to end)
DDB767DF

Pop 'n' Twinbee

Complete Solution

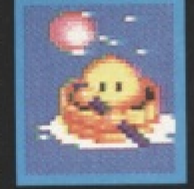
Giant flying babies causing problems? Getting grief from a robot octopus? You need the ultimate player's guide to top Konami blaster *Pop 'n' Twinbee*! Read on...

Level one — Dandelion Town

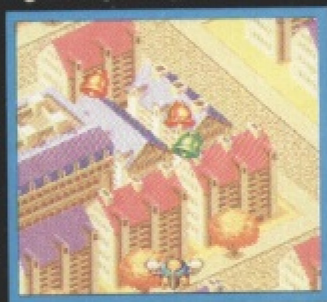
The first level is relatively easy, and gives you a chance to practice tactics for later in the game.



The main one is the skill of dropping the bombs that Twinbee and Winbee have — use the pineapples as target practise because they are slow and don't fight back. Later on the ground targets do attack so it's best to get to grips with the skill early on.



When flying up the network of waterfalls, kill the blobs in the boats quickly, as it's easier to kill them in small groups rather than in a huge gang. Don't use the special attack unless completely necessary as you need it later on and there's a limited supply. Get into the habit of killing everything as soon as possible, because when the magic bells appear on screen you won't have to dodge enemy fire or craft in order to reach them — this will stand you in good stead for later levels.



Boss — Pirate ship

The first boss is quite simple, despite the fact that he is split into a few sections. When the battle starts, destroy the metal exterior of his ship while dodging its deadly arms. Anticipate



the arms' movements and avoid them accordingly. Remember to keep firing at all times to hit him as you scramble around the screen. When this outer shell has blown off, you're left with a large pirate

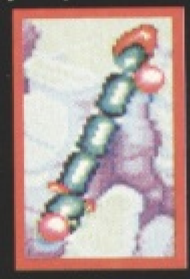


surrounded by his crew. Dodge the cannon fire and keep blasting, concentrating on the crew. When they're dead, blast the defenceless captain — this is a cinch as his only defence is the slow-firing cannon. Before long he gives up and you're off to level two!



Level two — Underwater

The underwater section could give you problems if you're not careful. Look out for the blue snakes appearing from the top of the screen. They're made up of six segments and take loads of shots to kill. Aim right at the head and keep blasting — try and get really close without touching, as it's possible to land



more shots. Another troublesome baddie are the yellow fish appearing from the side of the screen, and swimming across on a collision course with you. They don't take many hits to kill but appear in great numbers, so kill them before they move across the screen, making it tough to manoeuvre. Finally, watch out for the blue ships with the spotlights, as they fire twin homing missiles. Destroy them before shoot their deadly load.



Boss — Metallic Octopus

This huge metal octopus has a number of attack patterns. At the start of the confrontation he fires bubbles, which are destroyed easily. The yellow missiles fired from his sides are more tricky to destroy, so dodge them. After several hits his attacks change. His metal shell opens up and he starts firing blue lasers. While dodging the laser fire, blast all the time. When the two eyes power up, he's going to use his mega blast, which goes down the middle of the screen, making it tough for you to hit his weak spot. Avoid it and resume blasting while dodging the smaller lasers — before too long, he's completely destroyed!

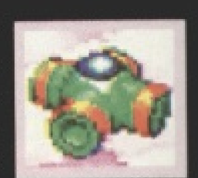


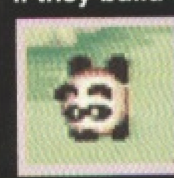




Level three — In the Clouds

The most dangerous enemy here are the green ships that form from an outline. They have multi-direction shot making it difficult to anticipate and dodge the laser bolts. Kill them as soon as they appear because if they build up you'll have problems killing them all *and* dodging the fire. The pandas raining down only take one hit to kill, but because they're in such great numbers, fire all the time as dodging is useless. The

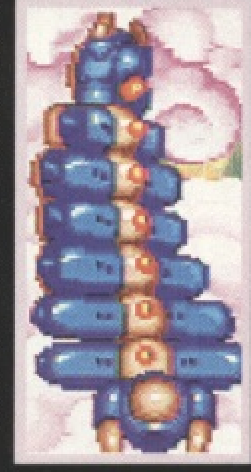




John Madden Football

FOA2A4DD Play clock is 20 seconds
Play clock is 30 seconds F3A2A4DD
Play clock is 60 seconds 7AA2A4DD
Play clock is 90 seconds 9CA2A4DD
Only 3 plays to get a first down D4A36D04
Only 2 plays to get a first down D7A36D04
Only 1 play to get a first down DOA36D04
Infinite plays to get a first down C2AB64A4
Infinite time-outs 3C24A70D
No time-outs — player 1 DD69A407
6 time-outs — player 1 D169A407
9 time-outs — player 1 DB69A407
No time-outs — player 2 DD69A467
6 time-outs — player 2 D169A467
9 time-outs — player 2 DB69A67
Safeties worth 1 point 82A6AF64
Safeties worth nothing 82A6AF64 & 82A6A404
Touchdown is worth:
Touchdown worth 0 points DDA40767
Touchdown worth 1 points DFA40767
Touchdown worth 2 points D4A40767
3 points D7A40767
4 points DOA40767
5 points D9A40767
7 points D5A40767
8 points D6A60767
9 points DBA40767
Extra points/field goals worth nothing 3CA7A707 & B3A7A7A7
Player 2 starts with:
3 points CB6C6D07 & 626C6FD7 & D76C6D67
9 points CB6C6D07 & 626C6FD7 & DB6C6D67
12 points CB6C6D07 & 626C6FD7 & DA6C6D67

problem is, if you get caught once it's tough to shoot the next one before getting hit and you end up losing a life. Finally, kill the blue snake-like creatures that come from the bottom of the screen as soon as possible. They can only be hit on the head, causing problems unless your drones are set up correctly. If they're not, dodge them or use a valuable smart bomb — the former is definitely recommended.



Boss — Legged Monster

This huge green monster fills the screen and can be a problem without the correct attack method. Shoot at his head — this is his only weak point. Avoid his eye-lasers at all cost — they're fired in a straight line and are easy to anticipate. The plasma balls fired in groups of three are harder to dodge and cut off large sections of the screen, so a good tactic is to stay to one side and wait in safety for them to pass. Once you've hit him enough his legs detach from his body, but keep firing at his head. This is made tough because each limb fires at you, but as long as you keep moving and firing he's soon destroyed.



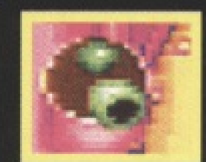




Level four — Giant airship

This area is relatively easy with only a few things to watch out for. When the airship is behind the clouds it can't damage you at all, so don't bother dodging. Only when the ship comes into full view can it do any harm. Destroy the mounted gun turrets as soon as possible, preventing the screen filling with bullets and making manoeuvring substantially easier. The little egg-like creatures found cleaning the decks of the ship are easy pickings and offer little resistance. Upon reaching the front of the ship, you're met by a mutant Twinbee look-alike that first flies toward you, so avoid it. His main form of attack is hand lasers, so avoid them at all costs. He also fires plasma balls which are easier to dodge. Follow him left to right across the screen, firing at all times — he doesn't take many shots to kill and before long he's dead. You now have to make your way back to the top of the ship, so apply the above tips.







Boss — UFO

His first attack is a swoop across the screen. The best tactic for avoiding this is to stay to either the far left or right of the screen. Now he attacks with flames from his arms — the best evasive action is to stay inbetween the two blasts moving side-to-side as he does. His other attack is the a three-way shot which comes from the centre of his body. Stay at the bottom of the screen, blasting all the time, avoiding the three-way attack and moving into the middle to avoid the flames. Use this tactic and you're off to level five before you know it!





Level five — Medieval Zoo

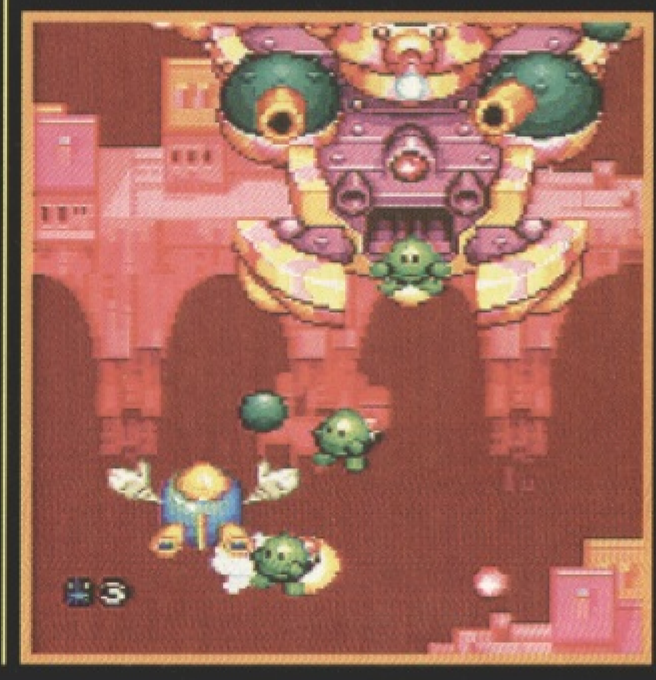
Despatch the swimming hippos with a well-placed bomb — this should be done rapidly as all the time they're firing. Before long there's a section where loads of armadillo-like creatures walk across the screen from right to left, don't bother killing them as they don't fire back and are a distraction for some really tough metal ships that attack in circles — they attack quickly and if you're wasting time shooting armadillos you're dead. The rabbits near the end of the stage are a real pain because they swoop from the bottom of the screen and attack with loads of missile fire, kill them as they appear, if you don't you're left with a situation where there's no way of dodging the fire. Most of this level is relatively easy because loads of the enemies are ground based. As long as you've got the bombing technique sorted out, there's no problems.



Boss — Floating Cannon

Easy if attacked correctly. Avoiding the slow cannon fire is easy, the other dangerous attack is really strange — loads of green men fly from his mouth. Keep blasting at all times and they're no problem. His weak point is the eye in the middle of the ship so fire at it all the time — keep moving left and right to draw the cannon fire and the green projectiles, allowing you to move back to the middle and blast that eye.





626C6FD7 & DA6C6D67
15 points CB6C6D07 & 626C6FD7 & DE6C6D67
20 points CB6C6D07 & 626C6FD7 & FO6C6D67

Raiden Trad

The credit codes at the end of the list may cause your plane to look funny for the first few moments of the game.

Both players start with
1 life B68DD76F
7 lives 8BBDD70F & 60BDD76F
9 lives 8FBDD70F & 62BDD76F
Infinite lives — player 1 3CBDDD7
Infinite lives — player 2 3CB50467
Invincibility — both players DDEF0F1B

Player one start with:
0 bombs CEBFD7AF & 62B4DDDF
6 bombs 91BFD7AF & 6BB4DDDF
9 bombs 8FBFD7AF & 62BDDDF

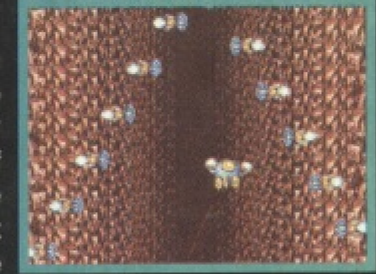
Player two:
0 bombs CEB7D7DF & 62B7D7OF
6 bombs 91B7D7DF & 6BB7D7OF
9 bombs 8FB7D7DF & 62B7D7DF

Start with:
1 credit DDBF6F6F
3 credits D4BF6F6F
4 credits D7BF6F6F
5 credits DOBF6F6F
6 credits D9BF6F6F
7 credits D1BF6F6F
8 credits D5BF6F6F
10 credits DBBF6F6F

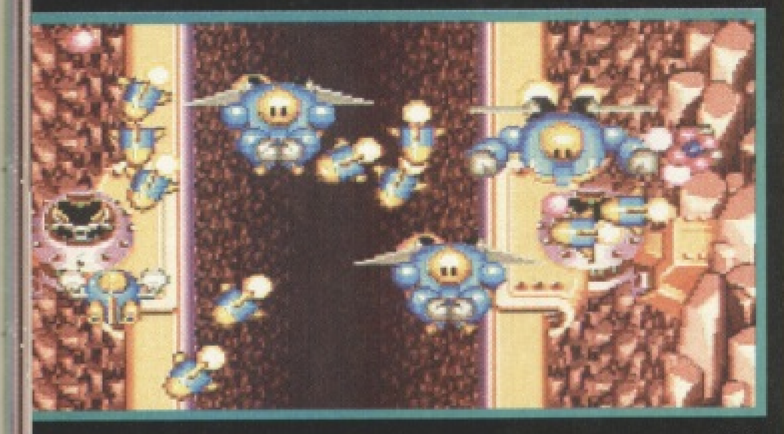
Player one's replacement planes carry:
0 bombs CEB7DGD7 & 62B7DF07
6 bombs 91B7DFD7 & 6BB7DF07
9 bombs 8FB7DF07 & 62B7DFD7

Player two's replacement planes carry:
0 bombs CEBCO707 & 62BCO767
6 bombs 91BCO707 & 6BBC0767

Level six — Dr Mardock's Factory



Eliminate the green ships speeding into the screen quickly as they fire loads of bullets an a wide arc, making it virtually impossible to dodge them all without being killed. There are quite a large number of ground emplacements



along the way — kill them as soon as possible with well-timed bombs. The huge blue crafts that attack near the end of the level fire hundreds of shots, so kill them before they deliver the payload — if you fail to kill one in time, avoid it by going into the bottom right corner and waiting for the missiles to pass. Just before facing the level boss there's another mutant Twinbee ship, so apply the same tactics as before, avoiding the tricky plasma ball this one fires.



Boss — Face of Death

Really easy! The giant face only has two attacks. The missiles fired from his fingers — he's about to fire when they flash purple, and the missiles from his mouth. These homing projectiles are fast, so you're better off destroying them rather than dodging. His only weak spot is his mouth when it's open, so make every chance count.



Upon opening his mouth, the missiles are deployed, shielding him, so destroy them quickly and go straight for the open mouth. When his mouth closes, retreat to avoid the finger-bullets. Use these tactics and you're off to level seven in no time!





Level seven — Dr Mardock's Base



The final level is full of danger. The first problem is the flying hammers attacking from the top of the screen. They fly on and fire a volley of shots, but with speed and a nifty trigger finger you can destroy them before they shoot. Keep moving at all times because the bullets home in on your last position. Playing cards are firing from the ground, so bomb them. Other troublesome baddies are the babies appearing in groups with the largest at the front and the smaller ones behind. Only the lead baby is vulnerable, so blast away as he appears. The egg-like creatures in huge suits fire green lasers, destroy them before they fire or you're dead meat.

Boss — Robo Twinbee





The final boss is surprisingly easy but does have a few tricks up his sleeve. Fire at the flashing cross on his chest as this is his only weak point. Use any remaining smart bombs for an extra punch. When the laser powers up, move to either the far right or left because the laser beam is *huge* and unless it's avoided you're killed instantly. His other attacks are the large plasma balls, they're tough to anticipate and even harder to avoid, so, as with the laser, move to the far side of the screen. It takes a while to kill him with short sharp attacks but this gives you a far greater chance of surviving.

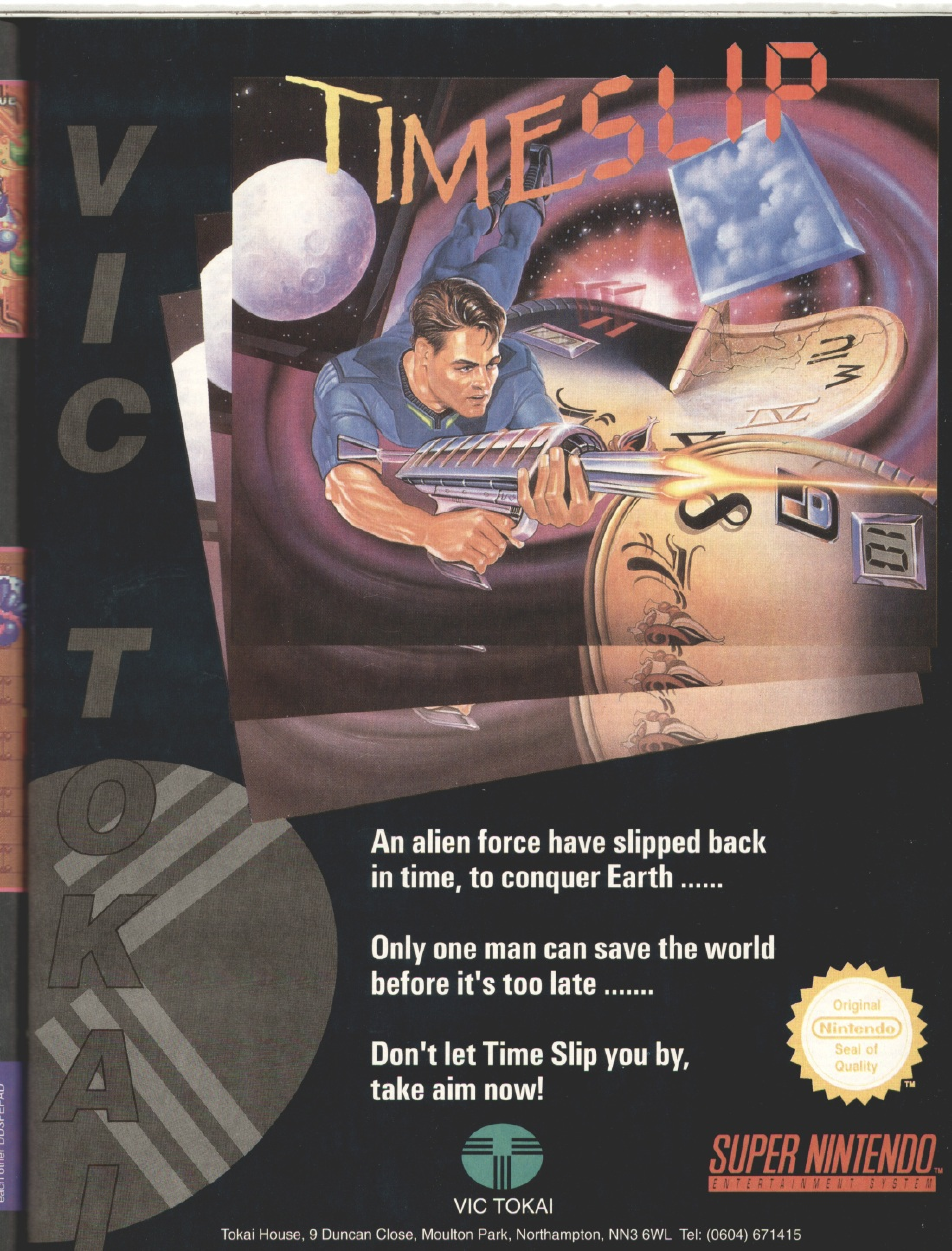


Now you've beaten the mad Doc, join us next issue for another comprehensive solution to your gaming problems.

9 bombs 8FBC0707 & 62BCO767
Both players — infinite bombs 3CEA6D64

Street Fighter II Turbo

On some Game Genies some of the codes may change when you return to the codescreen by pressing reset. THIS IS NORMAL. There is no need to alter them again — you can restart the game using the modified code.
Start with:
90 seconds on clock BDA3176D
70 seconds on clock 5DA3176D
50 seconds on clock 9DA3176D
30 seconds on clock 7DA3176D
10 seconds on clock FDA3176D
3/4 of maximum energy 6091E76D
1/2 of maximum energy 9691E76D
1/4 of maximum energy 4A91E76D
First bonus round is:
99 seconds BBAE1DDD
80 seconds 6DAE1DDD
60 seconds 1DAE1DDD
20 seconds 4DAE1DDD
Second bonus round is:
99 seconds BBAE1D6D
80 seconds 6DAE1D6D
60 seconds 1DAE1D6D
20 seconds 4DAE1D6D
Infinite time DD057F04
Most attacks do no damage (except throws) 891F84AD
Throws do no damage C7347405
First throw does more damage, others do less FO347405
Do some special moves in the air DDF17D60
With above code, Vega's wall climb may pause the game.
Players can walk through each other DD3FEFAD



TIMESLIP
VIC TOKAI
An alien force have slipped back in time, to conquer Earth ......
Only one man can save the world before it's too late ....
Don't let Time Slip you by, take aim now!
Original Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM
VIC TOKAI
Tokai House, 9 Duncan Close, Moulton Park, Northampton, NN3 6WL Tel: (0604) 671415

The Guide

The Guide is... every tip and code you've ever needed, the complete games directory, the place to buy, sell or swap games. For more information call 0584 875851.

The Code Collection



Okay, you asked for it. Split the code collection in two to make room for even more top reviews — your wish is our command. Here's the first installment...

ACTRAISER (US VERSION)

7E001D08: Unlimited energy if playing from the start.

ACTRAISER

If you've finished this great game in regular mode, try a more difficult setting. Go to the title screen and move the game icon below New Game. The word 'professional' appears, enabling you to play in arcade mode.

Another handy tip is to cause an earthquake in Kassandra after the pyramid has risen. During the rebuilding of the city, the inhabitants find a yellow heart. This increases your number of hearts during the action scenes.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

Take control of podgy Pugsley in the Addams mansion:
7E009503: Infinite energy

ADVENTURE ISLAND

Wait for the intro to start and press [START] for the title screen. Now press [R], [R], [X] and [START] for a level-select.

ALIEN 3

Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL
Level 7: OVERGAME
7E15E264: Full energy on the Flame Thrower
7E1ODA90: Weapon fire, but does not kill anyone
7E14C604: Infinite Flame Thrower
7E15D408: Infinite Pulse rifle
7E15E264: Infinite Blowtorch
7E15DC08: Infinite Grenades
7E124499: Energy — when entering a new room you get hit once, but after that you can't be touched.
FD3644D1 More rifle clips
4D3644D1 Loads more rifle clips
DO3644D1 Less rifle clips
FD3B4F01 More grenade clips
4D3B4F01 Loads more grenade clips
D03B4F01 Less grenade clips
CD2A44A4 More ammo in rifle clips
FO233D64 More ammo in grenade clips
3C2844D4 Infinite ammo for pulse rifles
3C223D64 Infinite ammo for grenade launcher
3C253704 Infinite ammo for flamethrower
D4641D460 Take less damage
DD6D1700 Maximum energy from medical kit

ALIEN VS. PREDATOR

For all the hype, this game's a bit of a letdown in gameplay. If you're finding it tough going, try this stage-select cheat. When the title screen is up, select 'CONFIG' and open the option menu. Keeping [L], [R], [X] and [A] pressed on controller two, press [START] on controller one.

ARCANA

On the title screen press [DOWN], [SELECT], [SELECT], [X], [Y], [SELECT], [SELECT], [L], [R], [SELECT], [SELECT], [L], [R], [UP]. Select levels by pressing the following buttons:
2 — [A], 3 — [B], 4 — [X], 5 — [Y]

ASSAULT SUIT VALKEN

On the title screen hold down [L], [R] and [UP] and press [START] for infinite continues.

AUGUSTA GOLF

Augusta is a tricky course for even the most seasoned of professionals. We can't improve your swing but we can make life easier with four choice codes: L3FHPOZNGW, NXDSF3JNXF, 05TCT1SQ4B, GREBZUVSME

AXELAY

To become invincible, start as normal, and press [PAUSE] then [UNPAUSE]. Wait a second, then [PAUSE], [SELECT], [UP], [DOWN], [LEFT] and [RIGHT], [Y], [B], [A], [X], [UNPAUSE]. The lives display is replaced with 'MUTEK' at the top of the screen, confirming that the cheat's been successful.
7E0325FF: Invincibility
7E032901: Finish the level quickly

BART'S NIGHTMARE

7E013D02: Unlimited bubblegum
Guide the pointy-yellow-headed one through his own mind:
7E013D02: Unlimited bubblegum
7E093803: Infinite lives
7E013705: Infinite melon seeds

BATMAN RETURNS

To get nine lives, punch in the world famous Konami command on controller 2 at the Option Mode menu: [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B], and [A].
7E008C03: Infinite lives
7E008A63: Infinite energy

BATTLE BLAZE

For infy credits, on the title screen press [START] and [SELECT] to get to the options screen. Hold [L], press [UP] and [X] together. Hit [L] and [Y] at the same time, followed by [DOWN], [B], [RIGHT] and [A].

BEST OF THE BEST

At the title screen press [START], and then move up to the options. Press [START] again. Now highlight the password option and press [START] again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RHT255W37C.
a. 828DD409: Infinite special moves
b. DEC36D69: Start with one special move
c. D6C36D69: Start with eight special moves
d. BAC36F69: No special moves for player 2
e. D4C30DAD: Player 1 can play with any boxer (no special moves)
f. DCC30FDD: Less strength
g. DCC30FOD: Less resistance
h. DCC30F6D: Less reflexes
i. 74C30FDD: More strength
j. 74C30FOD: More resistance
k. 74C30F6D: More reflexes
l. D68FAD65: Almost infinite energy
Use this beat-'em-up's great moves to the full with:
7E0221FF: Infinite energy

BLAZEON

C2B4D4DD & C2BD64AD Infinite lives
DD6E6707 1 ship
DF6E6707 2 ships
D76E6707 4 ships
D06E6707 5 ships
D16E6707 7 ships
DB6E6707 10 ships
FB6E6707 26 ships
DF6D607 Start on Stage 2
D46D6F07 Stage 3
D76D6F07 Stage 4
D06D6F07 Stage 5
C2C7D7A7 Mars has infinite atomic shields
C2C3DF67 Neptune has infinite hyper-bombs

BLUES BROTHERS

When you get to the Denver concert, collect the eleven extra lives on offer, kill yourself and repeat the process untill your life stock is at a maximum of 99.

B.O.B (UK VERSION)

Here are the 48 level codes...
530237, 462893, 905781, 583721, 370439, 633059, 960379, 683349, 110674, 853268, 950745, 923571, 570836, 103495, 481376, 713852, 171058, 743690, 901588, 574471, 671255, 103928, 481773, 144895, 361497, 574132, 711984, 775895, 361687, 704526, 472149, 775092, 652074, 614906, 862341, 605237, 072251, 635184, 272578, 605463, 672451, 575381, 752790, 265648, 302653, 845527, 382975
This code is for the last level: 426081
3C37A7D4 Infinite weapons — except for Flame
DDCOC770 Maximum weapons on pick-up
3CC73F85 Infinite Remotes
FOA61D59 Start with 20 3-way (Weapon)
FOA61FE9 Start with 20 Flame (Weapon)
FOA61759 Start with 20 Rocket(Weapon)
FOAB1DE9 Start with 20 Bolt (Weapon)
FOAB1459 Start with 20 Wave (Weapon)
D6660DDD Start with 9 lives
4A6EOFOD Infinite lives
DOA81F89 Start with 3 Helicopter Hat (Remote)
D9A81F89 Start with 3 Floating Bomb (Remote)

BUBSY BOBCAT

Here is the complete list of level codes...
JSSCTS, CKBGMM, SCTWMN, MKBRLN, LBLNRD, JMDKRK, STGRTN, SBBSCH, DBKRRB, MSFCTS, KMGRBS, SLJMBG, TGRTVN, CCLDSL, BTCLMB, STCJDH
7E0214XX: Level select replace XX with 0-13
7E009300: Stops the animation on the water

CASTLEVANIA IV

7E13 F410: Infinite energy
7E13 F050: Infinite time
7E007C03: Infinite lives
7E13F214: Unlimited extra weapons
Before climbing the steps to meet Dracula, jump across onto the clouds and walk to the far left-hand side of the screen. You get 99 hearts, morning star, triple shot and boomerang.

COOL WORLD

7E021B03: Infinite lives
On the title screen press: [L], [LEFT], [R], [RIGHT, UP], [X], [DOWN] and then [B], allowing you to see the end sequence in the game. And complete your waste of money!

COMBAT TRIBES

In two-player mode, enter the code as 9207. Both players can now choose the same character. On the title screen, press [START] and select 'versus' mode. Enter the following codes for a great effect; 0197 1180 5093 4949 9207

CONTRA III: THE ALIEN WARS

7E1F8C01: Bombs player one
7E1FCC02: Bombs player two
7E1F 8A63: Infinite lives (player one)
7E1F CA63: Infinite lives (player two)
7E1F 8CO2: Infinite bombs (player one)
7E1F CCO2: Infinite bombs (player two)

CYBERNATOR

For infinite continues, hold [UP], [RIGHT], [LEFT] and [START] on the title screen. You can now select 'free play' for infy continues.

For unlimited napalm, go through Level One killing nothing except the end-of-level guardian. On the next level choose a napalm flame thrower.
DBB117AF 10 credits
C2344FDD Infinite credits
62BF17AF Lasers
62BF17DF Homing missiles
62B4176F Napalm bomb
Start on:
D4BD176F Level 3.1
D7BD176F Level 3.2
DOBD176F Level 3.3
D9BD176F Level 4.1
D1BD176F Level 4.2
D5BD176F Level 4.3
D6BD176F Level 5.1
DBBD176F Level 5.2
D6BD176F Level 6.1
FDBD176F Level 7.3
FFBD176F Level 7.4
Also:
F4BD176F View failed ending
F7BD176F View successful ending

DARIUS TWIN

To get 49 ships, press [L] and [R] on the second joypad then [SELECT] and [START] on the first.

DEAD DANCE (JAP VERSION)

Action Replay codes
Fireballs don't move — 7E0B3C68
Player 1 can't move left or right — 7E0F3350
Player 1 plays Dolf — 7E0F500A
Player 2 plays Dolf — 7E0FA90A
Player 1 plays Rei — 7E0F500C
Player 2 plays Rei — 7E0FA90C
Player 1 plays Gajet — 7E0F500E
Player 2 plays Gajet — 7E0FA90E

DESERT STRIKE

If you're having trouble making your way through this tough strategy sim try these codes:
Level 2: 3ZLHZTN
Level 3: 93ZHBRH
Level 4: W8PP97Z
Level 5: W4WSP37

DIMENSION FORCE

The new magazine from Impact (only kidding):
7E021504: Infinite lives
7E020F0C: Full power. For other options, use B instead of C.

DINOSAURS

Dinosaurs (on platforms):
7E17310X: Gives player one [X] amount of lives each time Action Replay is enabled.
7E16ED05: Maximum energy for dinosaur when Action Replay is enabled. Use both the codes for invulnerability.
7E176305: Gives human player full energy. Use with the above codes for invulnerability.
7E0DF063: Sets time at 63 seconds when Action Replay is enabled.
7E1F8CXX: Gives player XX eggs when Action Replay is enabled.

DRAGON BALL 2

This cheat for playing the same character in this Japanese Super Famicom game was sent in by *Joseph Lee* of *Middlewich*.
Hold down all the buttons on joypad one ([L], [R], [Y], [B], [X], [A]) after the speech has finished. Now make a circular movement on the joypad; you hear a ringing noise indicating the cheat is activated. If you keep the buttons held down and repeat the circular movement you can access five more characters. Listen for the speech telling you the cheat is working.

DRAGON'S LAIR

7E0FF903: Infinite energy
Try these level codes:
Level 1 — 2A, 4B, 7C, 6D
Level 2 — 3B, 5C, 7D, 8A
Level 3 — 2C, 3D, 6A, 8B

EXHAUST HEAT II

This screaming hot F1 racer comes packed with a half dozen handy cheats. Grab controller 2, flip on the game and in the short while the Notice screen is showing, quickly hammer in these codes.

Rank Select

If you're not inclined to fight your way up from Class C to F1, try this cheat and pick any rank and machine. [UP], [DOWN], [LEFT], [RIGHT], [X], [B], [Y], [A], [A], [A], [A], [A], [A] and [A]. After selecting your machine, you can even save at the menu Screen so you can start playing with F1 aces in a top class machine from the start.

F1 Course Select
For this trick, you have to have F1 data saved. (No problem!). Just use the above cheat, reset and try this code.) While the Notice Screen is up, hammer in [A] four times and [B] fourteen times.

Shoot for individual course time records! [UP], [X], [RIGHT], [Y], [DOWN], [B], [LEFT], [A] and [A]. You get the choice of any machine so you should be able to put some decent numbers.

Sound Test Mode
Check out the cool sound effects and rockin' tunes with the cheat. [L], [R], [L], [R], [L], [R],[L], [R], [L], [R], [L], [R] and [R].

Extra Shooter Game
Surprise, surprise! If you get tired of hardball driving, try your hand at a couple of prehistoric games included in this racer. The first is a two-player shooter duel that looks like a museum piece. Just key in [Y] four times and [X] twice.

Rotten Wall Game
Here's another diverting classic! Key in [X] four times [Y] twice for a *Pong*-style 2- or 4-player battle with breakable blocks in the way a la Breakout.

FLYING HERO

7E005903: Infinite lives
7E005A03: Infinite bombs

F-ZERO (UK VERSION)

7E11 5000: Always finish first!
7E00 CA08: Infinite power
7E00 5902: Infinite lives
7E0C F301: Infinite turbo boosters
7E00 CAOB: Infinite power
7E00 5908: Infinite lives
To get a boost from the starting line hold down the accelerator. As soon as the race begins, pull out in front of your competitor. He slams into your back, giving a whopping boost forward.

In Port Town II, get a superjet and head to the left after crossing the starting line. Activate the superjet before you get to the jump ramp and quickly angle to the right to jump to the opposite side of the track.

For a power-up, go to the flashing patch on the track, get on top and ride across it. A spaceship refills your energy so you return to the game.

F1 EXHAUST HEAT

For extra cash, go to the select-player screen and enter **SETAUSA**. This gives you $10,000 when you start the game.
When you're at top speed press [L] and [R] for a superboost up to 400kph.

FACEBALL 2000

Here's a great way to skip from level one to level ten. At the end of level one turn around and face the wall, then shoot it to open a secret room containing an orb. Use the orb to reveal the exit to level ten.
On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game-select screen for a life/level-select.
7E0BD103: Infinite lives
7E035201: Next tag opens exit regardless of how many tags made so far
7E03CEXX: Where XX is a level number, this is a level-select. Must switch off Action Replay after level has been reached.

FATAL FURY

Go to Street Fight mode. Player one chooses either one or two players. Now press [DOWN] on controller two and you have a new range of dead hard characters to choose from.

FINAL FANTASY 2

7E200803: Loads of hit points for player one
7E208803: Loads of hit points for player two

FINAL FIGHT (US VERSION)

7EOD 6EO5: Infinite lives
7EOD 1450: Infinite energy
To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

FINAL FIGHT 2

7E106D8D: Player 1 keeps full energy bar
7E11258D: Player 2 keeps energy bar at full
7ED86399: Stops time from counting down
7E10A2FF: Player 1 starting lives
7E115AFF: Player 2 starting lives
7E10260F: Grab the enemy, jump and then attack to destroy him. Only Haggar can do this. Do not use this method on the bosses.
7AE105BXX: XX changes the players colours (player 1)
7E1113XX: XX changes the players colours (player 2)
7E1079FF: One hit is needed to kill the enemy (player 1)
7E1131FF: Only one hit is needed to kill the enemy (player 2)
7E1003XX: Player 1 select character — OO=Haggar, 01=Maki, 02-Carlos
7E1OBBXX: Player 2 select man — 00=Haggar, 01=Maki, 02 Carlos

FINAL FIGHT GUY

On stage four, walk up and down in front of the white dog for more energy.

FIRE POWER 2000

7E609A63: Infinite lives for the Jeep
7E60D607: Level 7 powerup for bullets for the Jeep
7E60DAO7: Level 7 powerup for Jeep's Flame Thrower
7E60DE07: Level 7 for Plasma for the Jeep
7E60E207: Level 7 powerup for Jeep's Laser
7E60E607: Level 7 powerup for Ionic for the Jeep
7E60DF07: Level 7 powerup for Super Weapon for the Jeep
7E609C63: Infinite lives for the Helicopter
7E60D807: Level 7 powerup for bullets for the Helicopter
7E60DCO7: Level 7 powerup for Helicopter Flame Thrower
7E60E007: Level 7 powerup for Plasma for the Helicopter
7E60E407: Level 7 powerup for Helicopter Laser
7E60E870: Level 7 powerup for Ionic for the Helicopter
7E60E807: Level 7 powerup for Helicopter Super Weapon

GEORGE FOREMAN'S KO BOXING

Timer goes slower: 566DO7DD
Timer goes faster: DC6DO7DD
Infinite Super Punch (after pickup): 6D25A704
Both players start with half energy: 4D6CD70D
All damage afflicted affects opponent (you may still take a very small amount of damage)
C22AAD04+572AAD64+622AA464+57AA4A4

GODS

Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
7E01DB0X: Gives X lives
7E0156FF: Over 65000 money
7E0157FF: Infinite energy
1DE731E8 Shield lasts until end of level at least
C269C1EB Infinite lives
A28435EC Items you can afford in shop are free
DF3C4073 Start with 2 lives
D93C4073 Start with 6 lives
DB3C4073 Start with 10 lives

GHOULS 'N' GHOSTS

7E14BC00: Continually jump
7E0458XX: Jump duration (values between 0-7F). The lower the number the longer the jump. Try F for a double jump and 7F for a tiny hop!
7E044DOX: Direction of jump, X=0 — right, X=1 — left
7E14F201: Frozen solid while replay enabled
7E14D501: Stops legs being animated when walking
7E028DOX: Select level 1 — i.e. to select level 6 X=5
7E028FOX: Select area, X=O start of level, X=1 middle of level
7E02A402: Infinite lives
7E02A70X: Minutes left
7E02A80X: Tens of seconds left in time
7EO2A901: Infinite time (seconds)
7E044AOX: Shield hits allowed before death
6E02AEOX: Armour
X=0 — No armour
2. bronze
1. Steel
4. Gold
The armour is lost once you are hit. (7E14BA04 selects the gold armour as well, but doesn't give the magic meter)
7E02B800: Slow motion even on standard joypad while holding down [START]
7E14D30X: Select weapon X
X+0 - Lance
1. Flaming lance, 2. Dagger, 3. Magic dagger,
4. Crossbow, 5. Magic crossbow, 6. Scythe,
7. Magic scythe, 8. Torch, 9. Magic torch
A. Axe, B. Hefty axe, C. Tri-blade, D. Shuriken,
E. Enchanted, F. Bracelet (fireballs)
7E14CFOX: Select magic spell regardless of current weapon
X= Thunder, 4. Shield, 1. Fire Dragon, 5. Lightning, 2. Seek, 6. Nuclear, 3. Tornado
7E14F001: Instant magic, when used with the gold armour and the shield spell, gives you a shield of invincibility. (&E02AEO4, 7E14CF04)
7E1A9BOO: Throw unlimited lances
7E1A9C00: Throw unlimited flaming lances
7E1A9D00: Throw unlimited daggers
7E1A9E00: Throw unlimited magic daggers
7E1A9F00: Throw unlimited crossbow bolts
7E1AA000: Throw unlimited magic crossbow bolts
7E1AA100: Throw unlimited scythes
7E1AA200: Throw unlimited magic scythes
7E1AA300: Throw unlimited torches
7E1AA400: Throw unlimited magic torches
7E1AA500: Throw unlimited axes
7E1AA600: Throw unlimited hefty axes
7E1AA700: Throw unlimited tri-blades
7E1AA800: Throw unlimited shurikens
7E1AA900: Throw unlimited enchanted fireballs
7E02950a 7E02960b7E02970c: Score, made up as 'abcdef'
7E02980d 7E02990e 7E029AOf 7E14D101:
When on top of a wall you can walk off and stay at the same height. (When walking the ground falls)
7E14C301: When action replay is enabled, everytime you jump the ground moves to the height of your jump. To fall back to earth, disable the action replay (this differs from 7E14D1 in that you don't have to jump onto a wall first)
7E0494XX: First weapon thrown speed
7E04D5XX: Second weapon thrown speed
7E0516XX: Third weapon thrown speed
In the above, when using daggers you must alter all of them, but when using lances, change only the first two. If when using daggers you just change 7E0494 then the next two daggers will be the same speed as normal. XX should be 00 to 7F: the higher the value, the faster the throw.

GRADIUS III

To get extra weaponry, pause and press [UP], [UP], [DOWN], [DOWN], [L], [L], [R], [L], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joypad while pressing [A] three times.

To access arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you've got it.

For extra credits, push [X] repeatedly at the title screen. If you don't hit [START] before the title screen disappears, do it again. To get 30 lives go to the top the title screen and press [LEFT], [A] three times, and [START]. Please note, this cheat won't work in conjunction with the extra-credit cheat!
DD8B6DA4 1 life
DF8B6DA4 2 lives
D78B6DA4 4 lives
DO8B6DA4 5 lives
D68B6DA4 9 lives
DE8B6DA4 16 lives
F38B6DA4 31 lives
3C8EDDD7 & 3C8EDD07 Infinite lives
DFCEDFOD 1 credit
D4C3DFOD 2 credits
D1C3DFOD 6 credits
D5C3DFOD 7 credits
D6C3DFOF 8 credits
DBC3DFOD 9 credits
C2276DDD Infinite credits
PFBBA766 Makes Earwing Scorpion easier to kill
DFB16F6C Makes Bubble Brain easier to kill
3C290704 & 3C290764 Weapons status gauge remains at current level after a weapon is selected
CBAFD7AD & DFA4DDD Enemies shoot at you more

HOLE IN ONE GOLF

7E10A102: You get a hole in one every time

HOOK

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chasm on the right. Notice Tinkerbell at the bottom of the pit; walk across to the right and you'll see a 3-up and a leaf. You have to go underneath the rocks to reach them. Then, when you've collected this, die and repeat the same procedure until you have built up enough lives.

HUMAN GRAND PRIX

7E0C49OF: Infinite tyres
7E0C4DOF: Infinite brakes
7E0X2FOF: Infinite wings
When you have qualified for the race but still find yourself at the back of the grid, simply press [SELECT] and [B] to change your situation — you'll be in pole position!

HUNT FOR RED OCTOBER

7E14D502: Infinite mines
7E14E721: Unlimited stealth

HYPERZONE

To access a sound test press [L], [R] and [START] on the title screen; to access the music press [A].

JAKI CRUSH

Just type in a row of fives (5555...) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33 — the game counts in hexadecimals.) Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'.
7E1C62XX: Replace XX to get any number of lives
7E1C6202: Infinite balls
For 84 extra balls type in the password as 88888885.

JAMES BOND JR

Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3353

JOE AND MAC

7E08 1A92: Infinite boomerangs for Joe
7E08 5A92: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7EO8 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac
To exit a level you've already completed, [PAUSE] and [SELECT].

JOE AND MAC 2

7E004202: Infinite lives

JOHN MADDEN'S FOOTBALL '92

For anybody out there who's been mad enough to buy this horribly nasty conversion, here are some codes.
Buffalo: BBBF7G7CNR, BBBF78JF1M
Chicago: BBBF8C8JJS, BBBF8H42YP
Cleveland: BBBDDGT4N8, BBBDDN4HBP
Dallas: BBBFDP7ML5, BBBFD75N6I
Denver: BBBM6RFLST, BBBM626M75
Green Bay: BBBKCLKTFT, BBBKC9YMGY
Houston: BBBLCT7WTZ, BBBLC20XW6
Indianapolis: BBBNBNJTUR, BBBNB5LBCJ
Miami: BBBMGSS254, BBBMGW52C3
New Orleans: BBBNKYJOWY, BBBNK591Y5
New York: BBBFV21HMS, BBBFWWBKRT
Pittsburgh: BBBGY3STO4, BBBGY47J5L
Seattle: BBBKY96X15, BBBKZURZML

For a super-closeup of the crowd hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank, a close-up of one of the fans appears. To get back to the action let go of the button!

KABLOOEY

Level 17: DBVG
Level 18: DPLL
Level 19: DJSK
Level 20: GBTF
Level 21: JRPN
Level 22: GBMF
Level 23: PBSS
Level 24: WPRG
Level 25: LFBG
Level 26: CVFF
Level 27: LPJC
Level 28: DBTG
Level 29: WGGD
Level 30: TJMG

KIKI KAIKAI

If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen comes up. Choose the stage you want to play then start!

KING ARTHURS WORLD

Action Replay codes for infinite:
Archers: 7FFF1319
Knights: 7FFF1114
Soldiers: 7FFF1514
Barrel Men: 7FFF0D19
Engineers: 7FFF0F19
Good Wizards: 7FFF1709
Dark Wizards: 7FFF1909
Health Spells: 7FFF2104
Strength Spells: 7FFF2304
Shield Spells: 7FFF2504
Meteor Spells: 7FFF2B04
Stun Spells: 7FFF2D04
Fireball Spells: 7FFF2F04
Storm Spells: 7FFF3104
Apocalypse Spells: 7FFF3304

KING OF THE RALLY

While the Round demos are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You hear a sound if it works. Select the round by pressing [UP] or [DOWN] and [START].

If you find you're running out of fuel while racing, pause the game with [SELECT], and key in the above. Your fuel tank is instantly replenished.

KRUSTY'S SUPER FUN HOUSE

Enter the password **JOSHUA**, with a space before and after. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you can see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two moveable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. Make sure that the area between the blocks and the wall is the size of another block because then the rats compress into a single rat.
Level 1: BARTMAN
Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

KRUSTY'S SUPER FUNHOUSE (UK VERSION)

Here are five level codes for this brainteaser:
Level 1: HI KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIEZ

LAGOON

7E052901: Infinite money
D42D6D6C Gold at 612
D92D6D6C Gold at 1,380
D62D6D6C Gold at 2,148
4D2D6D6C Gold at 8,292
912D6D6C Gold at 22,116
D422040C Start on lev 2, MP=8/8, HP=17/17, EXP 0/40
D722040C Start on lev 3, MP=10/10. HP=23/23, EXP=0/90
DO2204OC Start on lev 4, MP=12/12, HP=28/28, EXP 0/170
D922040C Start on lev 5, MP=19/19, HP=36/36, EXP 0=280
1BB5D769 Use with codes below
DFB5D7A9 + 3CB6DDD9 Get 1 gold piece for each creature killed
10B5D7A9 + 3CB6DDD9 Get 100 gold pieces

LEMMINGS (UK VERSION)

Hold down [L], [R], [SELECT] and [START] for a level-select. Here are the codes for every infuriating level…

Fun level

2: FWKQCJK	3: TWXZKRM
4: JPJXFVW	5: KTJGTJK
6: HGNNNPX	7: MLLBCPQ
8: XBVCKLL	9: JWGWBBK
10: JJGKQPH	11: PWKZSXL
12: GGWWFXR	13: JPVSDSC
14: QSPRKMK	15: BXCHLQS
16: VDGQWSX	17: QGNLNFM
18: DNPFNQR	19: FQKKFHL
20: RMHDGBX	21: ZGBVCXV
22: ZXBLWZK	23: HTLDXLB
24: ZDGHTWD	25: CFHXPSM
26: PZBXCXB	27: CWLGDPT
28: WDNLSMJ	29: WBZWWCB
30: WXRRTMV	

Tricky level

1: SVZFJVM	2: BNLDXVC
3: FNGWLWW	4: RWHTQBK
5: GGVSQDZ	6: RTWHNTC
7: PBMBPFD	8: GTGCDKQ
9: KSRXKVK	10: TBHLCRC
11: XVJKXBQ	12: TMRSZMF
13: CVSDHLF	14: WXLBJBP
15: WZNFLWF	16: FVMTNWW
17: VVDRGWD	18: SRXBPPV
19: GRZHRPP	20: XTMWFCP
21: FLMTVPM	22: KSGVVWK
23: ZBPPBXG	24: WHCHBQV
25: LHDPGNV	26: HULXXTH
27: STVNDPK	28: JFTQVSX
29: SKKWSZD	30: SFLQQWR

Taxing level

1: LGJMTCD	2: BWNQXRZ
3: WGHQVRF	4: NRQKFRC
5: QRXZLSC	6: VGPDDWR
7: HPKBCCX	8: DSWLCTG
9: GWGCJHK	10: TNJVCGD
11: XKBFSBD	12: VKKCSFV
13: SJKNWWS	14: DQDGCBX
15: QTVGPTH	16: PFFFLPS
17: BPNRSMC	18: JLGKBCZ
19: PCVKZVR	20: QNWFKVZ
21: NTHZDKK	22: XQZSRDT
23: PTPMJDV	24: LXTZBHP
25: RLQGWSX	26: MHKNCDK
27: KWGCKWD	28: RKVHCBS
29: MGVJBKZ	30: QGSMMDM

Mayhem level

1: KKXSFKK	2: NNBLXNL
3: JCPMTPC	4: TNPPCLS
5: RCPKPMD	6: GXZTLVK
7: LSWHNHR	8: SDRMFLF
9: HSHQXPK	10: CHBMWRT.
11: LNRGMXC	12: WPSKBXN
13: LPBDVJJ	14: BGMLGSS
15: CZLMVGD	16: KVXLSQH
17: CQSSXRQ	18: MVRPMQJ
19: PMXDHBP	20: TWQBCXL
21: WVVFXWB	22: BSLMGQZ
23: MGGLXSF	24: DXBZRVX
25: BWQNKVK	26: RTBGJWD
27: HMGDJCQ	28: QZTJHSV
29: CQLRCHF	30: GNNBJWV

LETHAL WEAPON

7EOD2830: Unlimited time
7E022606: Unlimited shields
7E021E66: Infinite ammo

LOST VIKINGS

7E04 0202 7E04 OA02 7E04 1202
Enter this code for infinite flame arrows for Baleog
7E040AOB

MAGIC SWORD

7E0431A0: Player energy
7E042304: Captives energy
Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level-select.

MICKEY'S MAGICAL QUEST

On level 1.3 (the watery bit), get to the part with floating logs and a beaver — it's about half way through. Grab one of the yellow blocks just above the water. You can't swim with it, so drop it onto the beaver, dispatching the foe. Go through the hole in the stick dam and you get a free life.

MICKEY MOUSE

7E02B104: Unlimited energy
7E037202: Unlimited lives
7E035F05: Unlimited time
7E02C101: Magic costume from the beginning
7E02C201: Fireman from start
7E02C301: Choice of fireman, magic or climbing gear from start
7E02B920: Infinite water energy
7E02B720: Infinite magic energy
7E02B501: Magic costume that uses half power
7E02B601: Fireman costume that uses half power
7E02A909: Gives 90 coins at the start, and every tenth coin afterwards is 100
7E02AB0X: Start from chosen level (0 for 1, 1 for 2 etc). The Action Replay must be disabled at the end of the last level and enabled at the begining of the new one.
7E02AC00: Start from sublevel

MOLE PATROL

7E07AFAA: Infinite time (switch Action Replay off between levels)

MORTAL KOMBAT

To activate these codes you must have a Game Genie unit.
With all of the codes for this game DO NOT alter any settings on the option screens unless specified. On a two-player game DO NOT alter the handicaps for either player.
!! ALWAYS FOLLOW THE INSTRUCTIONS PROVIDED BEFORE USING CODES!!
Infinite time C98OCB94
Each round lasts twice as long D46B3DD4
Each round lasts:
90 seconds BF6637A4 & DD6B3DD4
80 seconds 6F6637A4 & DD6B3DD4
70 seconds 5F6637A4 & DD6B3DD4
60 seconds 1F6637A4 & DD6B3DD4
50 seconds 9F6637A4 & DD6B3DD4
40 seconds OF6637A4 & DD6B3DD4
30 seconds 7F6637A4 & DD6B3DD4
20 seconds 4F6637A4 & DD6B3DD4
10 seconds FF6637A4 & DD6B3DD4
Start on:
Match 2 DF6114DD
Match 3 D46114DD
Match 4 D76114DD
Match 5 D06114DD
Match 6 D96114DD
Mirror Match D16114DD
Endurance Match 1 D56114DD
Endurance Match 2 D66114DD
Endurance Match 3 DB6114DD
Code 'e': move player one handicap bar all the way to the right (11 times).
Code 'f' — '1': switch off effects after round starts then switch back on when round ends.
Codes 'm' — 's': switch off effects when supposed to fight Shang Tsung.
Start on match with Goro DC6114DD
Start on match with Shang Tsung D86114DD
Always get a flawless victory bonus 6DB53DD7
All strikes do minimal damage (two-player game) DDB134DF
Player one almost invincible (two-player game) D881494F (see above)
Almost always fight in Courtyard DD6A44AF (see above)
Almost always fight at Palace Gates CB6A44AF & DF6A47DF
Almost always fight in Warrior Shrine CB6A44AF & D46A47DF
Almost always fight in The Pit CB6A44AF & D76A47DF
Almost always fight in Throne Room CB6A44AF & D06A47DF
Almost always fight in Goro's Lair CB6A44AF & D96A47DF
Almost always fight in Bottom of Pit CB6A44AF & D16A47DF
Almost always fight:
Johnny Cage CBBA304F & DDBA301F
Kano CBBA304F & DFBA301F
Rayden CBBA304F & D4BA301F
Liu Kang CBBA304F & D7BA301F
Scorpion CBBA304F & D0BA301F
Sub-Zero DOBA301F & D9BA301F
Almost always fight Shang Tsung CBBA304F
These codes, for Kano only, mean the moves indicated do more damage.
High Punch F3291544
Low Punch F3211914
High Kick 062C1944
Low Kick 062C1514
Head Blow 06251934
Knee 062115C4
Crouched Kick 7A2B1134
Uppercut 562B10C4
Roundhouse 1D291034
Foot Sweep 7A261114
Flying Punch 08281534
Flying Kick DA261044
Cannonball 9C241534
Knife 08201014
These codes all work for JOHNNY CAGE only, making his indicated moves more powerful.
High Punch F3284134
Low Punch F32A4944
High Kick 062C4144
Low Kick 042840C4
Head Blow 7A224534
Knee 06234144
Crouched Kick F62249C4
Uppercut 562E4014
Roundhouse 1D2C4044
Foot Sweep 7A2A4514
Flying Punch 082B4934
Flying Kick 7A2E41C4
Shadow Kick 9C214014
Fireball 08254544
Split Punch 11254034
These codes all work for LIU KANG only, increasing damage done by the moves indicated:
High Punch F32EC1C4
Low Punch F32D3034
High Kick 06273114
Low Kick 062030C4
Head Blow 7A22C9C4
Knee 062D354
Crouched Kick 7A273044
Uppercut 56243934
Roundhouse 1D2ECO14
Foot Sweep 7A2F35C4
Flying Punch 08293944
Flying Kick 7A2F3914
Special Kick 9C2AC514
Fireball 0822C534
These codes all work for SONYA BLADE only, increasing the damage done by the move indicated:
High Punch F32435CF
Low Punch F327393F
High Kick 902EC14F
Low Kick 9F2D301F
Head Blow 7A2D31CF
Knee 062F303F
Crouched Kick 7A24391F
Uppercut 5620304F
Roudhouse 1123C53F
Foot Sweep 7A23C9CF
Flying Punch 082930CF
Flying Kick 7A2F354F
Leg Grab 56211F67
Sonic Rings 082ECOCF
Special Kick 082930CF
These codes all work for RAYDEN only, increasing the damage done by the relevant move:
High Punch F327C544
Low Punch F320C5C4
High Kick 0924C1C4
Low Kick 0427C034
Head Blow 7A21C114
Knee 0626COC4
Crouched Kick F621C044
Uppercut 5625C134
Roudhouse 9C24C014
Foot Sweep 7A29C934
Flying Punch 082FC144
Flying Kick 7A26C944
Thunderbolt 9C2E1944
Lightning 082E1514
These codes all work for SCORPION only, increasing the damage caused by the designated move.
High Punch F32A35C4
Low Punch F3223934
High Kick 062D4517
Low Kick 062F49C7
Head Blow 7A233114
Knee 06233044
Crouched Kick F6274017
Uppercut 562A3914
Roundhouse 1D244147
Foot Sweep 7A2F4537
Flying Punch 082E3134
Flying Kick 7A2D4947
Harpoon F62C3014
These codes all work for SUB ZERO only, increasing the damage inflicted by the indicated moves.
High Punch F32A35C4
Low Punch F3223934
High Kick 062D4517
Low Kick 062F49C7
Head Blow 7A233114
Knee 06233044
Crouch Kick F6274017
Uppercut 562A3914
Roundhouse 1D244147
Foot Sweep 7A2F4537
Flying Punch 082E3134
Flying Kick 7A2D4947
Deep Freeze 46283034
Slide 45263534
All characters throws do more damage 56B54FOD
These codes all work for KANO only, increasing damage inflicted by move indicated.
High Punch F3291544
Low Punch F3211914
High Kick 062C1944
Low Kick 062C1514
Head Blow 06251934
Knee 062115C4
Crouched Kick 7A2B1134
Uppercut 562B10C4
Foot Sweep 1D291034
Foot Sweep 7A261114
Flying Punch 08281534
Flying Kick DA261044
Cannonball 9C241534
Knife 08201014
Action Replay codes:
To go to the end of the game 7E0471FC & 7E0472FF
Replace X with stage number (o — b) 7E00420X
Infinite energy player one 7E04B958
Player one only needs one win to go through to the next stage 7E196E02

MYSTICAL NINJA (US VERSION)

7E1AB002: Lives player one
7E1B6002: Lives player two
7E009699: Infinite time

MYSTICAL NINJA

7EOO 9695: Infinite time
7E1A AF90: Infinite money (Kid Ying)
7E1B 5F90: Infinite money (Dr Yang)
7E1A B099: Infinite lives (Kid Ying)
7E1A AA99: Infinite power (Kid Ying)
7E1B 5A99: Infinite power (Dr Yang)
7E1A B299: Infinite energy (Kid Ying)
7E1A BA99: Infinite bombs (Kid Ying)
7E1A B699: Infinite bombs (Dr Yang)
7E1A B602: Infinite Yokohama Yoyo for Kid Ying
7E1B 6602: Infinite party whistle for Dr Yang
7E1B 000A: Infinite sandals x 10 (Kid Ying)
7E1B BOOA: Infinite sandals x 10 (Dr Yang)
Here's a list of the passwords for each Warlock Zone. Codes vary depending on the character chosen.

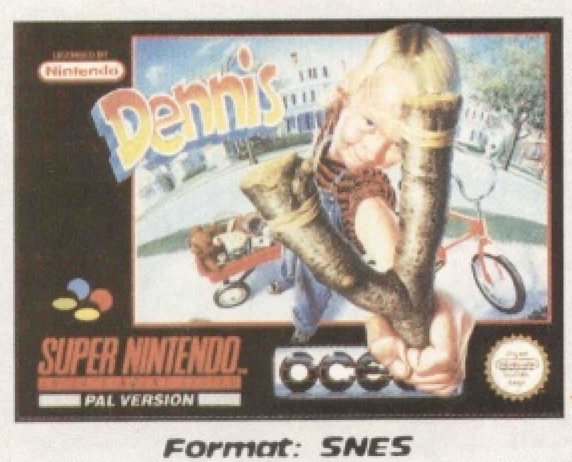
Zone	Kid Ying	Dr Yang
1 — Ghost	TXZZKZ	K4HJVJ
2 — Statue	8HXXX	Z+PLQH
3 — Park	/jk232	Z+2HQH
4 — Otafu	7GRvov	+ZK696
5 — Ninja castle	XTtttW	33B8D8
6 — Mountain	Z+nHTH	TXrZyZ
7 — White mirror	33t8G8	RMTYyY
8 — Princess	4Kmy7y	MRDjlj
9 — Final story	JP2m5m	RmdV5Y

To get a sneak preview of the end sequence, try one of these juicy codes. They put you on the last level with full armour and loads of lives. The first one's for Dr Yang and the second for Kid Ying.
;1!Y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP +
qJ#;b ;9"vB rrHyv :wbt& "2yPv bj#vy v

Don't forget you can catch up with all our tips and cheats for games N-Z in next issue.

FOUR NEW SENSATIONAL GAMES

FROM 



Format: SNES

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Format: NES, SNES, GAMEBOY

Jurrassic Park ™ + © 1992 Universal Studios Inc. + Amblin Entertainment Inc.





Format: SNES

Mr Nutz ™+© 1993 Ocean Software Ltd



Not available in any shops



Format: SNES

©R. Takahashi/Shogakkan, Kitei, Fuji Television

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My Card No is:

Signature: ________

Card Expiry Date ______ / ______

PLEASE USE BLOCK CAPITALS

Mr/Mrs/Miss ________

Address ________

Postcode ________ Tel. No: ________

IMP8

ITEM	FORMAT	PRICE	QTY	TOTAL £
Dennis	SNES	£44.99		
Mr Nutz	SNES	£44.99		
Jurassic Park	NES	£29.99		
Jurassic Park	SNES	£54.99		
Jurassic Park	Gameboy	£27.99		
Ranma 1/2	SNES	£49.99		
Exclusive T. Shirt	XL (One size fits all)	£2.75		
Please add £1.00 per game postage and packing				
			TOTAL	

Please allow 28 days for delivery, all goods are subject to availability. If you do not wish to receive direct mail from companies other than the Publisher please tick here ☐

CHECK OUT THIS EXCLUSIVE OFFER

The

Guide

Personal

Services

Start the New Year with a bargain. To place your free advert, call the hotline on 0584 875851 and ask for Carol.

For Sale

● Amiga 600 wild weird and wicked game pack, almost brand new. Also several boxed games and Nigel Mansells Free Wheel. Over £400 new, sell for £250 ono. Call Bristol on (0272) 244080.

● WWF & WCW posters, lots of magazines, programmes and videos for sale (or swap for SNEs games). Also Exhaust Heat (SNES UK) £35. Phone (0203) 371541.

● Lots of SNES games for sale, old and new stuff available. Swap list of lots of top games, send sae for list to 13 Bournville Lane, Birmingham, B30 2JY or tel (021) 459 7576 after 6pm.

● For sale, Mario Paint in excellent condition, even has mouse cleaner will sell for £35 ono. If interested please call Liam on (0293) 514485, if there's no reply leave a message.

● US Scart SNES with 14, US games, SFII, Starfox, Bob, Batman, Zelda and many others, one Ascii pad, all boxed all for £320. Also Sega Mega Drive with 7 games £120, if you are interested call Daniel on (0422) 843908.

● Amiga 500 for sale 210mb HD 4meg ram 2ONHZ, pre installed software 2nd disk drive, cyclone copy, cartridge and mouse and manuals, 2 joysticks, 50 blank disks, boxed and guaranteed, 2 months old £950. Phone Keith on (0495) 271076.

● Super NES for sale £300 with Mario 4, Cybernator and Street Fighter II Turbo all boxed with manuals and free magazines if you buy it now! It's 2 months old, used only once, mint condition with guarantee. Phone Keith on (0495) 271076 now please.

● For sale SNES boxed, and three games Star Wing, Alien 3 and Sim City and one controller, £150 excellent condition. Call Greg on (071) 370 7574.

To book your free Personal Services advert just fill out the coupon below remembering to tick which section you would like your ad to appear in. SNES FORCE reserves the right to refuse, ammend, withdraw or otherwise deal with all adverts. Allow up to six weeks processing time before ads appear.

Name ....

Age ....

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Telephone No ....

Section required   For Sale ❒   Wanted ❒   Pen Pals ❒

Clubs ❒   Swap ❒

Send to: Personal Services, SNES FORCE, Impact magazines, Ludlow, Shropshire SY8 1JW

I would like my classified ad to read:

● SNES US games - Street Fighter II £30, Barts Nightmare £25, Super Double Dragon £25. Also Universal adaptor £10. Or buy them all for £75. Ring (0360) 313426.

● I have Mario World, UN Squadron, NHLPA Hockey, Super Games for sale: Starfox (UK) £30, Cybernator (USA) £30, Contra 3 (USA) £30, SFII (UK) £20. Or all games for £120. Universal adaptor £10, Competition Pro joypad £10. Phone Nic on (081) 462 3060.

● SNES with Mario and 7 UK games, 2 joypads, carry case, all games scored over 80% all boxed with instructions £250, serious offers only please, won't change price: US games also for sale including Mario All Stars £40. Phone (081) 660 0344.

● UK SNES with six games, including Starwing, SFII, two control pads and carry case. Will sell for £260 or swap for UK Mega CD. Phone Luke on (0279) 505221, after 6pm.

● SNES games Super Tennis, Aleste, Strikegunner, Pitfighter, Krusty's, R Type, Sim City, Zelda 3, K O Boxing, Ultraman, F Zero, Pilot Wings, Exhaust Heat, Battlecrush, Joe Mac, Contra 3, Thunderspirits, Axelay, Chuck Rock, Wrestlemania, Rocketeer, Smash TV, Barts Nightmare, Ghouls n Ghosts, and Ghosts Best of Best, Home Alone 2 £25 & £30. Phone (0922) 403699.

● NES with two controllers and 4 games, Double Dragon 2, Turbo Racing, Super Mario 3, Super Mario Bros, very good condition, worth £140 will sell for £70. Ring Luke on 0579 82638.

● Commodore 64+ 1541 disk drive and data cassetter and joysticks with lots of software, excellent condition, sale due to purchase of SNES, £150 ono. Ring Stev on 0274 722774.

● UK SNES with seven games including Mortal Kombat, SFII, Aliens 3, Starwing, all boxed as new, 10 months old, guarantee, would cost £450 ono, new will accept £320 ono. Ring (0274) 722774.

● For sale! Action Replay for sale! Brand new, in perfect condition, sell for £40 ono (UK only). Contact Colin or Gordon, 12 Hawksland Walk, Strathclyde, Hamilton, Scotland, will swap for any good games.

● Street Fighter II £35 ono, WWF, Super Wrestlemania £25 ono. UK versions, both boxed with instructions. Ring 0698 814599.

● SNES Street Figher II (UK) for sale (no box) £25, or swap for boxed game. If interested call 041 773 3282 and ask for Stephen between 4-6.30pm. Also NEs for sale £68 ono.

● For sale Capcom power stick fighter remote unit, to be used with Capcom power stick fighter joystick. This includes the transmitter and receiver, excellent condition, hardly used, sell for £40 only. Phone Simon on 0246 82244! after 5.30pm.

● For sale cheap Atari Lynx for £40 ono. SNES scope withe 6 games £30, Midi hi-fi system in good condition £35 or will swap for good SNES games. Ring 0353 778396.

● SNES UK, 2 control pads, SF2, Starwing, F Zero, Super Tennis, Action Replay scart lead, everything boxed with instructions £180 ono. Phone 081 365 2058, North London.

● English SNES games for sale, Alien 3 £33, Star Wing £33, Star Wars £33, or all three for £90. All boxed with instructions. Also other games from £20-£35. Phone 081 427 8015, buyer must collect. I live in Harrow.

● SNES games for sale SFII or others £20 - £30 includes Starwing, Micro Last, Lemmings, Barts Nightmare, Pilot Wings, Mario World, and more (UK) o will swap for games like Sim City, Tiny Toons, Mickey Mouse, Batman Returns, a footy game. Phone Daniel on 0502 574640.

● Fatal Fury for sale (US) with box and instructions £30, (UK) Street Fighter 2 with box & instructions £30. Also Super Soccer Champ (US) with box and instructions £25. or £75 for all three. Ring Kevin on (0955) 5197

● Game Boy with Tetris, and two other games including Gargoyles Quest. Call on 0525 712308 after 3.300. Will sell for £40 ono.

● US Street Fighter 2 Turbo, unplayed, unwanted present, hence sell for £60. Please ring Ian on 0244 375455.

● SNES USA games - WWF, Addams Family, Krusty's Fun House, Lemmings, Robocop 3, Super Battle Tank, Castlevania 4 £32 each, still sealed!! SF2 £45 sealed, USA Asrill pad £15. Phone Neil on 051 426 0138 after 5pm.

● SNES games for sale, SFII boxed £35, or others £20-£25 includes Barts Nightmare, Pilot Wings, Joe & Mac, Mario 4, Lemmings and more (UK) or will swap for Sim City, Tiny Toons, Magical Quest, and others (UK). Phone Daniel on 0502 574640.

● US games for the SNES, cheap George Forman's Ko Boxing £10, Spiderman & X-Men £18, Castlevania IV £20, Final Fantasy £20, Super Mario World £20, Pilot Wings £20, F Zero £22, Bulls bs Blazers £25. Ring Arnold on 0602 791 974.

● SNES games Spider Man and the X-Men, Dragons Lair, and barts Nightmare £20 each, Super Famicom games, Street Fighter II, Super Mario World, Pilot Wings and Castle vania IV £25-£30 each, and US game Sim City £25. Ring Kieron on 0977 705630.

Wanted

● Super Nintendo games wanted, will pay good price for recent games UK or USA games only. Also I will buy a console if it is with good games. Please tel 0527 32230.

Swap

● Royal Rumble for sale or swap. Will sell for £15 or swap for SF Turbo or other great games. Phone Kai on (0296) 612132.

● I have Tiny Toons, Desert Strike, Turtles, SFII, Dragon's Lair and Mario. I would like Super Star Wars, Royal Rumble, Nigel Mansells, Alien 3 and Irem Skins game. Call Graeme on 036 085 359.

● My Tiny Toons, Desert Strike, Turtles III for Zelda III, Mario Kart or Striker. Phone (036) 085 359 and ask for Graeme. May also swap for Action Replay.

● Swap UK Mortal Kombat for UK SFII Turbo must be UK, no time wasters please. Phone Lee on (0670) 355537 after 4pm. Prince of Persia (without instructions) swap for a decent game (UK) especially Pop 'N' Twin Bee.

● SNES games to swap Dragons lair (UK), Super Mario World (UK). Wanted Tiny Toons (UK), Striker (UK), or any other games for swap especially football ones. Call Tobie on (0484) 861317.

● Swap: Starwing (UK), no box for Striker, Starwing only three weeks old. Phone Andrew (0782) 397731.

● Swap my Game Boy, 13 games and Action Replay for your Game Gear, TV Tuner, rechargeable battery pack and 5 games. Columns and 4 in 1 pack, not wanted. Ring Michael on 010 3537255222.

● I will swap my Pilot Wings for your Prince of Persia. Pilot Wings is in mint condition, also swap for Mario All Stars. Must be in mint condition. Phone Chris anytime on (0923) 854945.

Pen Pals

● Howzit? I'm a 14 year old girl from Australia looking for English pen pals 13-16. I love SNES, music, football, and will be a faithful correspondence, interested? Write to; Roya Lobler, 22 Zelkova Way, Parkwood, Western Australia, 6147.

● Overseas contact wanted for keen SNES/486PC games player. For tips, swaps, etc write to: H.A Kong Tin, 2 Hall Street, 27 South Dunedin, Dunedin, New Zealand.

● Desperately seeking pen pals! Any girls out there in need of a laugh, meaningless conversations or a truly different experience, then write to me, you must be 14+. John Blake, 20, The Saltings, Croft Marsh, Skegness, Lincs.

● Pen pal wanted girl or boy must be interested in SNES. I am 12 and my age group needed is 11/12. Write to 15 Kilcroney Lane, Bray, Co Wicklow, ireland.

● Female SNES owner seeks female SNES owner aged 12-14. Please write to: Eleanor Perriss, 84 Lodge Lane, Aston, Sheffield, S31 OBP.

Clubs

● Gamers join a swap club run by gamers for gamers. Free membership, cheap swaps. For details contact David at 6 Olga Rd, Nottingham, NG3 2NW.

● Calling all arcade fanatics! There's a hot newsletter coming onto the scene especially for your every arcade need. For more information please phone 0202 813668 (ask for Mark) or 0725 517513 (Ad).

The Guide Directory Enquiries

Completely redesigned and fully updated, this issue's Directory Enquiries is the ultimate companion for the essential Nintendo game fan.

ACROBAT MISSION 65%
● Teichiku
Good soundtrack, doesn't make up for the unoriginal gameplay.

ACTRAISER 83%
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end.

ADDAMS FAMILY 88%
● Ocean
A lively one-player game with slick presentation and a funky soundtrack.

AERO THE ACROBAT 82%
● Sunsoft
Cosmetically excellent, severely challenging platformer with superb main sprite animation. Let down by often frustrating gameplay, but well worth a look.

AGURI SUZUKI 83%
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!

ALIEN 3 92%
● Acclaim
Possibly the best shoot-em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel.



ALIENS VS PREDATOR 39%
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!

ANOTHER WORLD 85%
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.

ARCANA 57%
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay.

ASSAULT SUITS VALKEN 89%
● MCS
Japanese version of Konami's superb shooter Cybernator.

ASTRAL BOUT 42%
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.

ASTERIX 80%
● Infogrames
Detailed backgrounds, above average graphics and great presentation can't save this from being anything but an average platformer.

AUGUSTA MASTERS 81%
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.

AXELAY 90%
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.



BART'S NIGHTMARE 83%
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.

BATMAN RETURNS 82%
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.

BATTLETOADS 71%
● Tradewest
Unspectacular gameplay coupled with humorous graphics, cool tunes and varied levels can't redeem an otherwise mediocre title.

BATTLE BLAZE 33%
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

BATTLE CLASH 35%
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!

BATTLE GRAND PRIX 75%
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!

BEST OF THE BEST 81%
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.

BIG RUN 25%
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!

BILL LAMBIER'S COMBAT BASKETBALL 45%
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.

BLAZEON 55%
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.

BLAZING SKIES 72%
● Namcot
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights.

BLUES BROTHERS 82%
● Titus
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.

B.O.B. 86%
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem.

BUBSY THE BOBCAT 70%
● Accolade
Cosmetically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay.

BULLS VS BLAZERS 78%
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball.

CACOMA KNIGHT 72%
● Datam
Weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for a while but not much lastability.

CALIFORNIA GAMES 2 36%
● DTMC
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty!

C. RIPKEN JR BASEBALL 68%
● Mindscape
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players.

CAMELTRY 68%
● TAITO
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay.

CAPTAIN AMERICA AND THE AVENGERS 40%
● Mindscape

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

ARCADE
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

ADVENTURE/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

BEAT-'EM-UP
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

PLATFORM
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

Some of the worst graphics ever, a poor soundtrack and frustrating gameplay conspire to make this arcade beat-'em-up conversion a big disappointment.

CASTLEVANIA IV — 88%
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around.

CHAMPIONSHIP POOL — 83%
● Mindscape
Unexceptional graphics can't marr an excellent simulation. Loads of options — as good as it gets and then some!

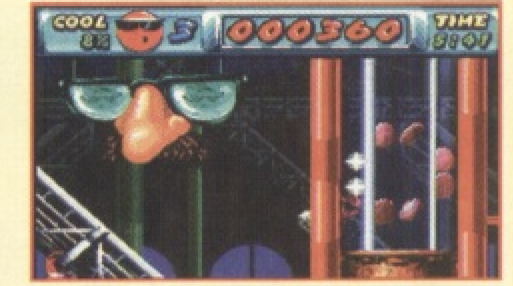
CHESTER CHEETAH — 65%
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow.

CHUCK ROCK — 80%
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though!

CLUE — 66%
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable.

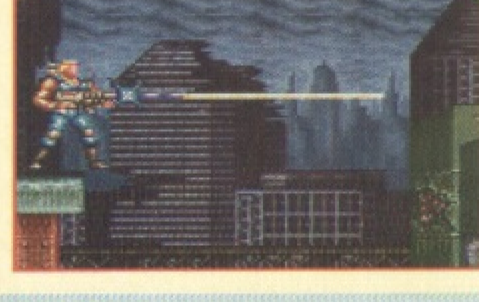
COMBAT TRIBES — 47%
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed.

COOL SPOT — 90%
● Virgin
Superb platform action with one of the best characters for ages. Addictive as hell, great sound and smooth gameplay make this infinitely playable.



COSMO GANG: THE VIDEO — 45%
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer.

CONTRA SPIRITS — 92%
● Konami
Released in the UK as Super Probotector.



An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.

D-FORCE — 44%
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only.

DARIUS TWIN — 50%
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action.

DAVID CRANE'S AMAZING TENNIS — 86%
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option.

DENNIS — 75%
● Ocean
Average graphics, sprite animation and sound may put some people off before they reach the more interesting upper levels. Nothing new or exciting.

DESERT STRIKE — 87%
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.

DINOSAURS — 81%
● IREM
Great graphics but needs more levels — difficulty option adds variety.

DRACULA — 78%
● Psygnosis
Get past the early levels and you're in for a treat: Colourful graphics and a lasting challenge make this great fun.

DRAGON'S LAIR — 87%
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

DRAKKHEN — 80%
● Infogrammes
Plenty of playabilty and depth once you get past the early levels.

EQUINOX — 84%
● Sony Imagesoft
Quality Zelda-style puzzler. A big challenge, though the awkward perspective can make things difficult.

EXHAUST HEAT II — 84%
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant!

EXTRA INNINGS BASEBALL — 87%
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay.

F1 EXHAUST HEAT — 85%
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up.

F-ZERO — 92%
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.

F1 SUPER DRIVING — 82%
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives!

FACEBALL 2000 — 72%
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved.

FATAL FURY — 65%
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play.

FINAL FIGHT — 79%
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option.

FINAL FIGHT 2 — 60%
● Capcom
A rehash of *Final Fight* with a new difficulty setting. Excellent sprites and animation, but no thinking required. Not much of a challenge.

FINAL FIGHT GUY — 75%
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though!

FIRST SAMURAI — 85%
● Kemco
Great sprite detail, superb digitised speech, strategy sections, puzzles and a relentless challenge make this a treat for the senses.

FINAL FANTASY II — 76%
● Square
An excellent introduction to RPGs but lacks serious challenge. One for beginners only.

FORMULA ONE CIRCUS — 58%
● Nichibutsu
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds.

GAMBA LEAGUE
Japanese version of Extra Innings.

GEORGE FOREMAN'S KO BOXING — 45%
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it.

GEOMAN WARRIOR
Japanese version of The Legend of the Mystical Ninja.

GODS — 81%
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better.

GOOF TROOP — 88%
● Capcom
A prepubescent Zelda, a perfect introduction to puzzling for pre-teens but a challenge to everyone. Only one level but a great example of co-operation, not competition.

GOLDEN FIGHTER — 54%
● Culture Brain
Annoying fighting game let down by poor the animation and gameplay.

GRADIUS III — 87%
● Konami
One of the original horizontal shooters. Loads of great weapons and power-ups and super graphics.

GUN FORCE — 70%
● Irem
Challenging but slow blaster with good graphics.

HARLEY'S HUMONGOUS ADVENTURE — 36%
● Hi-Tec Expressions
One of the worst platform games around. We loathed it.

HAT TRICK HERO — 86%
Also known as Super Soccer Champ. Amusing, unrealistic football game with two-player option. Frustrating gameplay.

HIT THE ICE — 49%
● TAITO
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two.

HOLE IN ONE — 53%
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring.

HOME ALONE — 18%
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said!

HOME ALONE 2 — 65%
● T•HQ
An improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh.

HOOK — 81%
● Sony
Looks great, sounds great but falls down on playability.

PUZZLE
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

SHOOT-'EM-UP
It all started way back with *Space Invaders* and *Asteroids.* Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '…the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

SPORTS/RACING
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

SIMS/STRATEGY
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '…it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

HUMAN GRAND PRIX 81%
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option.

INCREDIBLE CRASH DUMMIES 75%
● Acclaim
Big, bawdy graphics, humorous overtones and nice animation can't save this from being an average, somewhat clumsy, platformer.

IREM SKINS GAME 86%
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash.

JACK NICKLAUS GOLF 77%
● Konami
Good sim, limited number of holes to play.

JAKI CRUSH 56%
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir!

JAMES BOND JR 43%
● T•HQ
Unrealistic scrolling, awful sound and nasty animation.

JAMES POND'S CRAZY SPORTS 38%
● Storm/Sales Curve
James should stick to platformers — cute sprites but gameplay requires a pummelling of the joypad rather than skill. Nothing to interest serious players.

JERRY BOY 81%
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat.

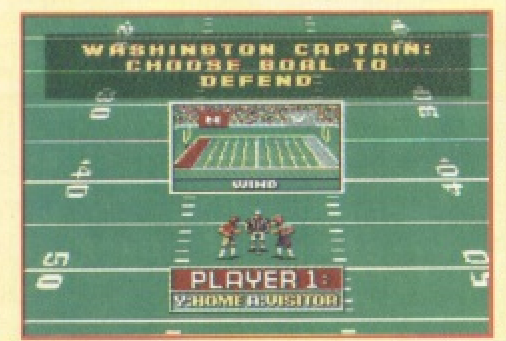
JEOPARDY 45%
● Gametek
A poor console conversion of the American general knowledge TV quiz show. Needless to say all the questions are about, yes you guessed it, America!

J. CONNORS' TENNIS 70%
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun.

JOE & MAC 84%
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey!

JOE & MAC 2 86%
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay!

JOHN MADDENS '93 90%
● EA
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.



J. MADDENS FOOTBALL 45%
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel!

JURASSIC PARK 92%
● Ocean
A monster of an adventure/shoot-'em-up. Amazing graphics and sound, exceptionally addictive — it really pushes the SNES to its limits. Superb!



KA-BLOOEY 60%
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms.

KIKIKAIKAI 85%
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians.

KING ARTHUR'S WORLD 82%
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay.

KING OF THE MONSTERS 70%
● Takara
Great animation but dodgy music and poor FX mean you'll soon get bored.

KING OF THE RALLY 65%
● Meldac
Sparse racing game with good graphics but not enough challenge and very limited.

KK'S PLAYER MANAGER 86%
● Anco
Faultless lastability and hundreds of options make this one of the best in its field, despite some dodgy graphics and bland spot FX.

KRUSTY'S SUPER FUN HOUSE 82%
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive!

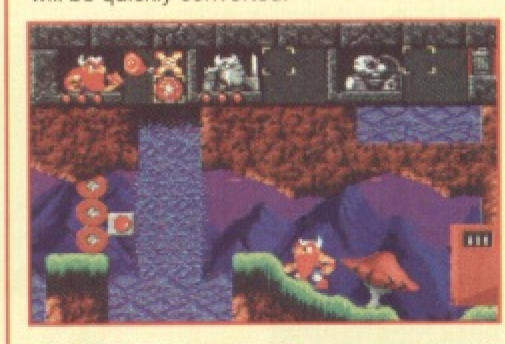
LAGOON 75%
● Kemco
A huge, challenging RPG. Not in the same league as *Zelda 3*, but a solid, though sometimes tedious, piece of work.

LAMBORGHINI AMERICAN CHALLENGE 70%
● Titus
Well-presented but average racing sim with Super Scope compatibility. This, a mouse option and a gambling option don't save it from being anything other than standard.

LEMMINGS 90%
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.

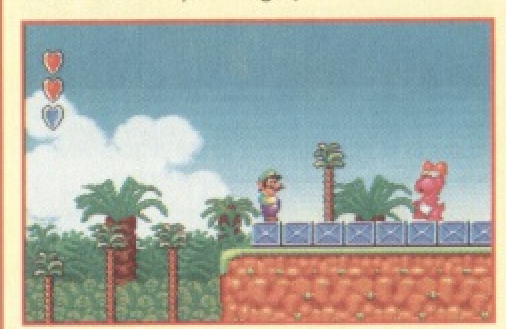
LETHAL WEAPON 57%
● Ocean
Run-of-the-mill shooter with very sad gameplay.

LOST VIKINGS 91%
● Interplay
One of the most original games to grace the SNES. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans, others will be quickly converted.



MAGIC ADVENTURE 77%
● Bandai
Unusual Japanese game with good graphics but bland gameplay.

MARIO ALL STARS 92%
● Nintendo
Great value compilation cart featuring SMB, SMB2 & 3 and the previously unavailable Lost Levels. Improved graphics and sound.



MAGIC SWORD 64%
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow.

MARIO IS MISSING 42%
● Mindscape
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and level of difficulty.

MARIO PAINT 82%
● Nintendo
Fun-packed but basic art package for kids.

MECH WARRIOR 79%
● Activision
A complicated action and strategy title.

MEGA LO MANIA 87%
● Imagineer
Brilliant strategy with near perfect presentation, lovely sound and user-friendly controls. Time-travelling battle making made easy!

MICKEY'S MAGICAL QUEST 91%
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting.

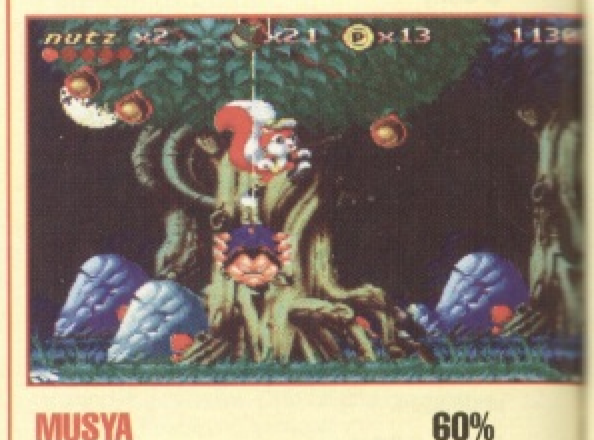


MIGHT AND MAGIC II 84%
● Elite
A big game with loads to explore, but falls behind a bit in the excitement stakes, one for dedicated adventurers. One of the best first-person perspective RPGs so far.

MONOPOLY 25%
● Parker Bros
Bad sound and FX make this poor conversion of the board game very boring!

MORTAL KOMBAT 87%
● Acclaim
Excellent graphics and gameplay, but lacks the challenge of *SFII*. Great sound, good two player game.

MR NUTZ 90%
● Ocean
Arcade quality, well above average platformer. With big, well defined sprites and some of the grooviest villains seen on the SNES it's a joy to play.



MUSYA 60%
● Datam
Japanese cart with some nice touches, but nothing to really keep you playing.

MYSTICAL NINJA 88%
● Konami
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options and levels — brilliant!

NBA ALL-STAR CHAL. 63%
● Acclaim
Simplistic basketball sim with good graphics and five small sub-games but no match option.

NCAA BASKETBALL 86%
● Nintendo
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect.

NHLPA HOCKEY 81%
● EA
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92.

NHLPA HOCKEY '93 73%
● EA
Updated sequel with much improved playability, loads of stats and furious fighting scenes.

NIGEL MANSELL'S F1 CHALLENGE 82%
● Gremlin
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim.

NOLAN RYAN'S BASEBALL 64%
● Romstar
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay.

ON THE BALL
See Cameltry

Arcade | Adventure/RPG | Beat-'em-up | Platform

OUT OF THIS WORLD 85%
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.

OUT TO LUNCH 83%
● Mindscape
An amusing and entertaining platformer — clourful, detailed, great parallax scrolling, easy to pick up and includes a great soundtrack.

PAPERBOY 2 33%
● Mindscape
A horrible conversion of a horrible game. Very dated and very poor.

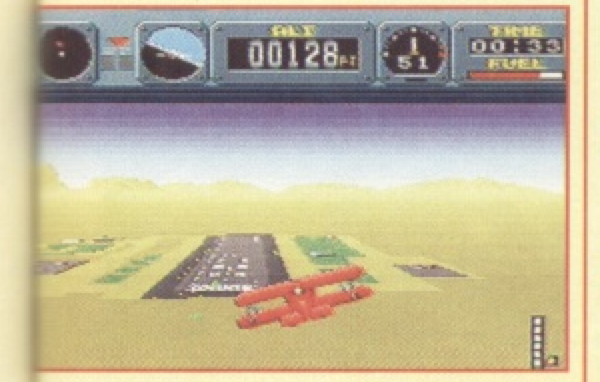
PARODIUS 87%
● Konami
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy!

PEBBLE BEACH GOLF 83%
● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course!

PGA TOUR GOLF 85%
● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey... that's golf!

PHALANX 74%
● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

PILOTWINGS 91%
● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!



PIPE DREAM 74%
● Kemco
A two-player puzzler high on good graphics but short on thrills.

PIT-FIGHTER 36%
● T•HQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.

POCKY AND ROCKY
● Natsume
See Kikikaikai

POP 'N TWINBEE 80%
● Konami
This colourful shooter combines the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

POPULOUS 81%
● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

POWER ATHLETE 25%
● Kaneco
Oh no, another SF2 clone, only with graphics a Game Gear would reject!

POWERMONGER 64%
● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating.

PRINCE OF PERSIA 89%
● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

PRO QUARTERBACK 66%
● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete.

PUGSLEY'S SCAVENGER HUNT 85%
● Ocean
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though!

PUSH OVER 76%
● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga.

Q*BERT 3 64%
● NTVIC
Cool graphics but monotonous gameplay soon gets boring.

RACE DRIVING 25%
● T.HQ
One of the worst racing gams of all time.

RAD PSYCHE RACING 26%
● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful.

RAIDEN TRAD 65%
● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else.

RAMPART 51%
● EA
Wall-building sim with below average graphics and poor sound — lacks depth.

RANMA 1/2 84%
● Ocean
Manga-inspired madness. A truly bizarre game, with superb graphics and sound but clumsy gameplay. A treat in two-player but in the end it's just too darned easy.

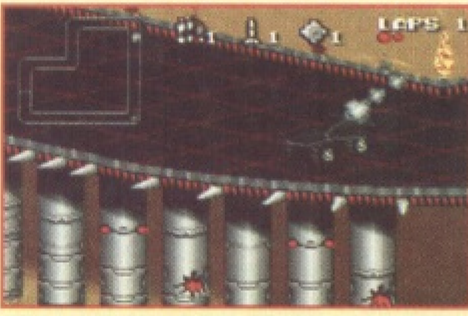
RANMA 1/2 PART 2 85%
● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy!

RIVAL TURF 55%
● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.

ROAD RUNNER: DEATH VALLEY RALLY 73%
● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

ROBOCOP 3 48%
● Ocean
Above average backgrounds but bad animation and sprites make gameplay far too frustrating.

ROCK & ROLL RACING 90%
● Interplay
Classic soundtrack, great sampled speech and a wicked, though slightly squashed, two-player game make this a winner. Mass destruction with a weird perspective.

ROGER CLEMENS MVP BASEBALL 45%
● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher. Not worth the money.

ROYAL RUMBLE 80%
● Acclaim
This sequel to *WWF Wrestlemania* is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately too easy.

RPM RACING 68%
● Interplay
Off-Road racer with split screen for simultaneous two-player head-to-head challenge.

RUSHING BEAT RUN 74%
● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.

SHADOW RUN 92%
● Data East
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals *Zelda* for best of its class.



SIM CITY 88%
● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

SIM EARTH 74%
● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.

SKÜLJAGGER 62%
● American Softworks
This hack 'n' slash piratey affair is too frustrating to be an essential purchase.

SKY MISSION
See Blazing Skies

SMART BALL 81%
● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.

SONIC BLAST MAN 69%
● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

SOUL BLAZER 84%
● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.

SPANKY'S QUEST 75%
● Natsume
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited.

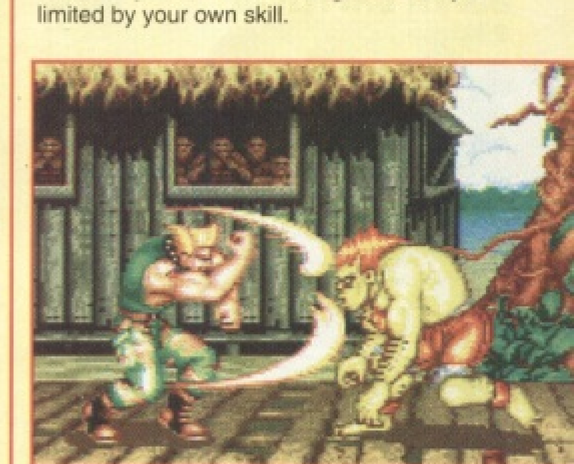
SPIDERMAN AND THE X-MEN 75%
● Acclaim
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only.

SPINDIZZY WORLDS 82%
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

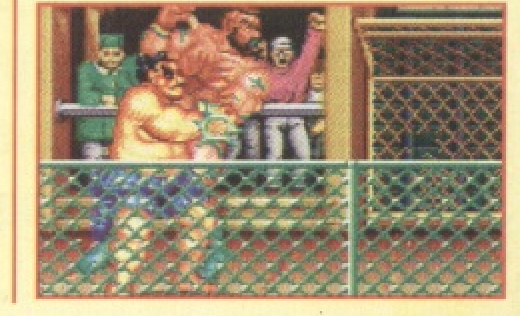
STARFOX 85%
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.

STARWING
Official UK version of StarFox.

SF II 92%
● Capcom
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill.



SF II TURBO 96%
● Capcom
With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-



Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you.

STRIKE GUNNER 63%
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy!

STRIKER 82%
● Elite
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

SUNSET RIDERS 89%
● Konami
Arcade perfect conversion, a brilliant side on shoot-'em-up, it's bright, loud and great fun. Easy to pick up, hard to finish.

SUPER ACTION FBALL 77%
● Nintendo
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class.

SUPER ADVENTURE ISL. 84%
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

SUPER AIR DIVER 83%
● Sunsoft
Amazingly fast, extremely addictive and visually tremendous shoot-'em-up, incorporating stunning Mode 7 scrolling.

SUPER ALESTE 78%
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed.

SUPER BASES LOADED 45%
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation.

SUPER BATTER UP 83%
● Namco
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

SUPER BATTLETANK 57%
● Absolute
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.

SUPER BOMBERMAN 81%
● Hudsonsoft
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience.

SUPER BOWLING 70%
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.

SUPER CONFLICT 79%
● Vic Tokai
Average graphics and tunes are easy to ignore in this curiously engrossing war sim. A trifle dull for solo players but cracking good fun for two!

SUPER CUP SOCCER 72%
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

SUPER DOUBLE DRAGON 70%
● Tradewest
Rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two players.

SUPER DUNKSHOT
See NCAA Basketball

SUPER EMPIRE STRIKES BACK 95%
● JVC
The best shoot-'em-up ever! It's got it all — varied gameplay, three different characters, loads of villains and perhaps the best Mode 7 flying we'll ever see. Buy it today!



SUPER FIRE PRO WRESTLING 45%
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game.

SUPER FORMATION SOCCER 84%
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

SUPER FORMATION SOCCER 2 70%
● Human
Fun four player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original.

SUPER GOAL
See Super Cup Soccer

SUPER GHOULS 'N GHOSTS 89%
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

SUPER JAMES POND 85%
● Ocean
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

SUPER KICK OFF 76%
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

SUPER NBA BASKETBALL 88%
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

SUPER MARIO KART 90%
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers.



SUPER MARIO WORLD 95%
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.



SUPER OFF-ROAD 51%
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

SUPER PANG 86%
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.

SUPER PLAY ACTION FOOTBALL 77%
● Nintendo
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

SUPER PRO BASEBALL
See Super Bases Loaded

SUPER PROBOTECTOR
See Contra Spirits Also known in US as Contra III

SUPER PUTTY 87%
● System 3
Fantastic, bright graphics, great sound and a groovy control method are hampered by serious difficulty and only four levels.

SUPER R-TYPE 83%
● IREM
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

SUPER SMASH TV 87%
● Acclaim
Based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too log too get to grips with.

SUPER SOCCER CHAMP
See Hat-Trick Hero

SUPER STAR WARS 92%
● JVC
One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's



Arcade | Adventure/RPG | Beat-'em-up | Platform

not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard!) to be believed.

SUPER STRIKE EAGLE 79%
● Microprose
A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though.

SUPER STRIKE GUNNER 55%
● NTVIC
Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all.

SUPER SWIV 78%
● Storm
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

SUPER TENNIS 88%
● Nintendo
Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

SUPER TETRIS + BOMBLISS 85%
● BPS
Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers.

SUPER VALIS 60%
● Telenet
Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay isn't challenging at all.

T2 JUDGMENT DAY 46%
● Acclaim
Another disappointing film licence. *T2* promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability.

TAZ-MANIA 86%
● T• HQ
A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive.

TERMINATOR 55%
● Mindscape
Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

TEST DRIVE II 78%
● Accolade
Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

THE HUNT FOR RED OCTOBER 55%
● Hi-Tech Expressions
Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

THE REN AND STIMPY SHOW: VEEDIOTS 79%
● THQ
Excellent presentation but only four levels make this too easy to complete. Fun and frantic, it's crazy all the way!

TIME SLIP 80%
● Vic Tokai
Just above average graphics and sound are saved by the near-impossible difficulty level. A real test of blast-'em-up skills for even the most accomplished gamesplayer.

TINY TOONS 87%
● Konami
Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game!

THE ROCKETEER 45%
● IGS
Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections.

THUNDER SPIRITS 65%
● Seika
Another in a long line of samey Japanese shoot-'em-ups. Decent graphics but nothing in the gameplay department to interest.

TOM AND JERRY 44%
● Hi-Tech Expressions
A lifeless conversion of a classic . Some really good graphics but the annoying control system makes gameplay really frustrating .

TOP GEAR 88%
● Kemco
Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down .

TOP GEAR 2 84%
● Kemco
An update of Top Gear, this improved version includes a whole host of add-ons and a huge amount of tracks. Nice, clear graphics but average sound. One for enthusiasts.

TOTAL CARNAGE 84%
● T•HQ
Competent, worthy sequel to the rather cool *Super Smash TV*, *TC* has much larger playing areas and ultra-ace power-ups, but utimately disappoints considering the strengths of other shoot-'em-ups available.

TRODDLERS 65%
● Storm
An unoriginal, well made puzzler. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated.

TUFF E NUFF 65%
● Jaleco
An above average beat-'em-up with large sprites, impressive speech and an action replay feature.

TURTLES IN TIME 75%
● Konami
Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

ULTRAMAN 51%
● Bandai
Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless.

UN SQUADRON 83%
● Capcom
One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen.

VIRTUAL SOCCER 80%
● Hudson Soft
A poor man's *Sensible Soccer.* Visually and aurally strong, but clumsy gameplay lets a promising game down.

WAIALAE COUNTRY CLUB 76%
● T&E Soft
Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is too slow.

WARP SPEED 75%
● Accolade
Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet.

WHEEL OF FORTUNE 37%
● Gametek
American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player.

WING COMMANDER 84%
● Mindscape
An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot.

WING COMMANDER: THE SECRET MISSIONS 81%
● Mindscape
An improved version of Wing Commander with all new missions but an identical format.

WORLD CLASS RUGBY 78%
● Imagineer
Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup.

WORDTRIS 65%
● Microprose
Well executed word-variation of the classic *Tetris*, cool tunes and stills but too little skill required to make it last.

WWF WRESTLEMANIA 80%
● Acclaim
A good arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding.

X-ZONE 61%
● Kemco
Another SuperScope game, and easily the best of a *very* bad bunch. The aim of this shooter is to overcomes the defences of a computer that's gone out of control.

XARDION 60%
● Asmik
Jap blaster with neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which raises it to just-above-average.

YOSHI'S COOKIE 79%
Nintendo
Cute, competent puzzler with fast, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris.

ZELDA 3 : A LINK TO THE PAST 93%
● Nintendo
A superb RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.



ZOMBIES 90%
● Konami
An excellent B-movie homage. Varied villains from psycho babies to chainsaw-wielding madmen and a frantic arcade style make this a fun, furious belter of a cart.



That's all for this issue but to celebrate the New Year we'll be giving Directory Enquiries a complete overhaul to keep you up to date with all the latest offerings on the Super Nintendo games scene — miss it at your peril...

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

What price

Neducation?

Despite all the hype surrounding 32-, 48- and 64-bit consoles, the future of video games is looking bleak. Despite the comforting thoughts of 'Project Reality' the real truth is somewhat darker...

The introduction of affordable home computers in the early '80s inspired a generation of games programmers. In the last decade consumer demand has moved away from home 'computers' (such as the Spectrum and Amiga) offering the ability to 'learn' basic programming and run educational software, toward 'consoles' marketed specifically as games playing machines. In effect this cycle has created a new generation of games players without any programming experience bar a handful of Computer Studies lessons in Pascal and a couple of hours on a BBC Micro.

Ironically, the rise in technology has gone hand in hand with a decrease in the number of computer-literate games programmers. Sound strange? Well think about it. How does a games player learn to program?

Ask any present day SNES programmer where he learned his trade (female programmers are rarer than SNES CD-ROM drives!) and a pound to a penny one of three hallowed words appears in their reply — Spectrum, Commodore 64, Amiga. To a new generation of console owners the home computers of the early '80s are pieces of junk.

They laugh at the thought of games like *Manic Miner*, *Jet Set Willy*, *Scramble*, *Elite*, *International Karate Plus* and *Jet Pack*, using minute amounts of memory to create, what are by today's standards, dreadful graphics and appalling blippy sound.

Take a great game like *Jet Pack* for example — 16k of gaming genius. Nowadays 16-meg carts are the norm and *Street Fighter II Turbo* weighed in at a whopping 20 meg, so what makes these early games so good?

Sound advice

Contrary to popular opinion, sound and graphics don't make a good game. The increased amount of memory available on modern carts allows console programmers to have layers of impressive effects but it's all too easy to get carried away with these added extras and forget the all important factor — gameplay.

When programmers like David Brabben (of *Elite* fame) began developing a game they were working within tight constraints. You're never going to have great graphics or sounds on a Spectrum so all the effort went into gameplay. It's these early games that the inspired the current crop of SNES programmers and without them there would be no *Starwing*, *Lemmings* or *Jurassic Park*.



"Ironically, the rise in technology has led to a decrease in computer-literate games programmers!"

The situation now is the current generation of gameplayers have been reared on consoles rather than home computers. So, if they're totally amazed by *Street Fighter II Turbo* and inspired to write a new improved sequel or have a great idea for an original game, how do they go about learning to program?

The obvious place to start is at school either in computer studies class or computer club. Unfortunately, the modern curriculum places little emphasis on games programming and the latter are infrequent and underfunded. So how about the old fashioned way — take your machine to bits and tinker around until you find out what does what. Sadly, taking the SNES to bits is a tricky task and reveals little, other than a peek at the processor and an invalidated warranty.

So how does a prospective SNES or 'Project Reality' programmer get his break? More by luck than governmental support our research suggests. One problem is game programming is still seen as a recreational hobby, rather a valuable skill that can benefit the entire community. The work of games programmers has lead to 'virtual' training for our pilots and armed services, yet the positive role games can play in society is rarely shown.

Instead, many groups of society continually portray video games as a detrimental influence on today's youth, turning otherwise healthy adolescents into unhealthy, anti-social layabouts. True, we all know those who have skipped classes in favour of an afternoon down the local arcades and there's no way we can condone this, but just what if there was an outlet to encourage prospective programmers? They're not social outcasts and indeed have a great deal to offer modern society. In an information-led age we need knowledgeable computer experts to lead us into the twentieth century.

While 'Project Reality' looms on the horizon, the true reality is if we do not look at the long-term implications of the shift away from home computers to consoles, the chances of the console market stagnating grow steadily larger. Look at the Mega CD. New technology, increased capacity for quality games; what do you get? Nice intro sequence, great CD sound but poor gameplay. Nothing you can't do on a Mega Drive. Ask yourself why?

While the government appears to be unwilling to introduce more computer programming courses, now is the time for Nintendo to enter the arena and preserve its own industry by setting up 'Neducation training centres' They could even teach part-time plumbing! ■

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